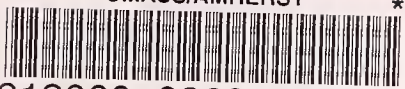


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The Restoration of Forest Park

"the city park with its great
promise for recreation.
beauty and balance in our
urban environment, is but
one criteria for urbanity
interlinked and dependent
upon all others"

Jeremy French

THE RESTORATION OF FOREST PARK

A Masters Project Presented by

Norman J. Corigliano

to the Graduate School

in fulfillment of partial degree requirements for

Masters In Landscape Architecture

May 1984

Department of Landscape Architecture
and Regional Planning

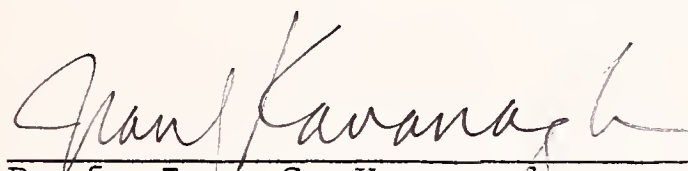
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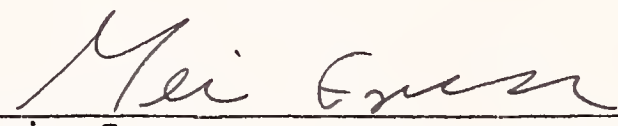
THE RESTORATION OF FOREST PARK

A Masters Project Presented by
Norman Joseph Corigliano

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Acknowledgements

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I would also like to thank my parents for their support during the past four years and for giving me the freedom and room to choose my own path in life.

A city is not built wholly for the sake of Shelter, but ought to be contrived, that besides more civil conveniences there may be handsome space left for Squares, Courses for Chariots, Gardens, Places to take the Air in, for Swimming, and the like, both for Amusement and for Recreation.

Leon Batiste Alberti (1484)

DEFINITIONS

According to Doell*

PARK - a tract of land or water set aside for the recreation of people.

RECREATION - refreshment of the mind or body or both through some means which in itself is pleasurable; bodily active, mental or contemplative.

PLAY - any activity undertaken by an animal or person under the age of reason through instinctive behavior, at any time, place or circumstance that results in a joyful experience.

According to the American Heritage Dictionary

PARK - a tract of land set aside for public use.

RECREATION - refreshment of ones mind or body after labor through diverting activity; play.

PLAY - to occupy oneself in amusement, sport, or some other recreation.

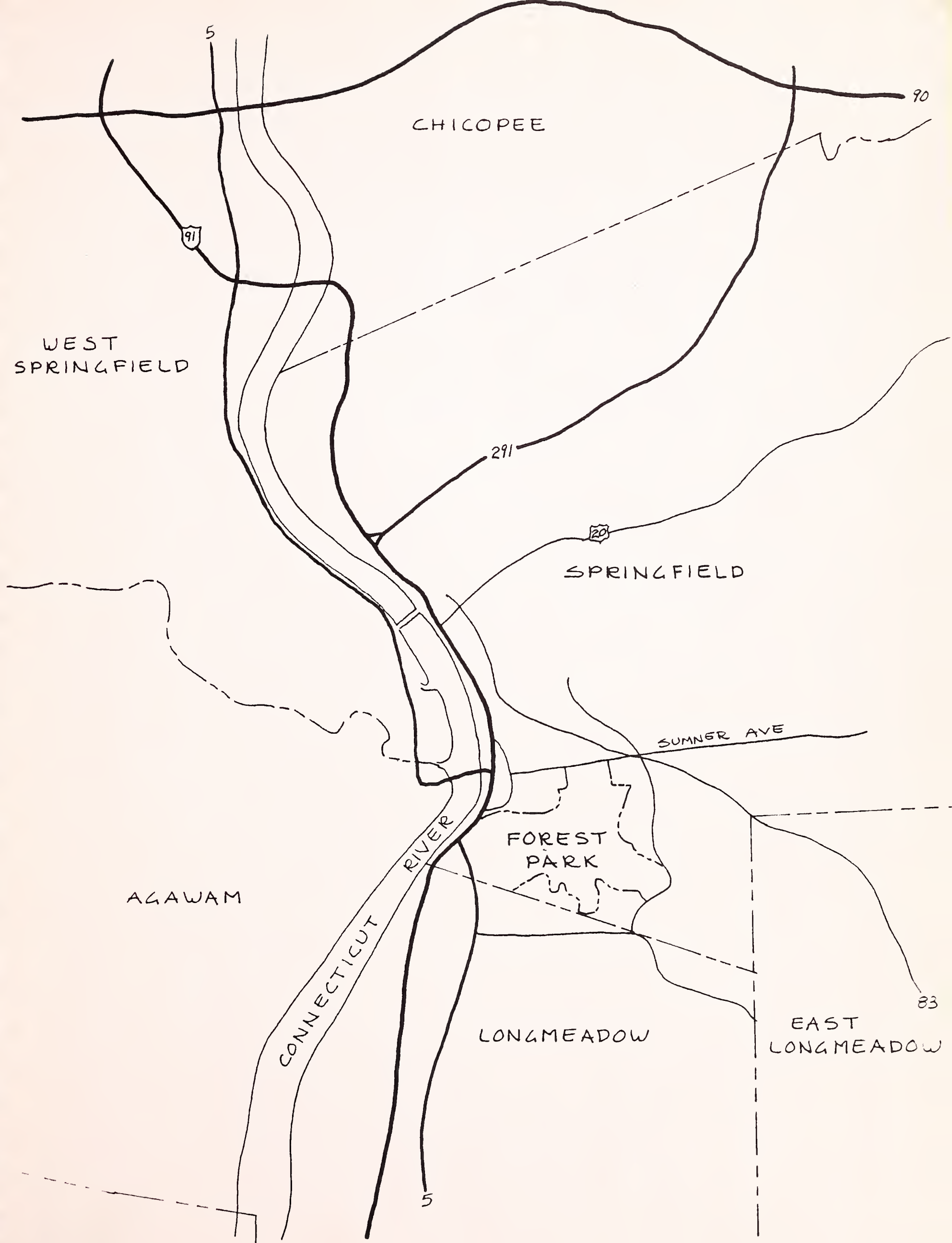
*From Doell's book, Elements of Park and Recreation Administration

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Chapter One

Introduction

CHAPTER ONE - INTRODUCTION

PROJECT GOALS AND OBJECTIVES

The goal of this project is to develop a master plan sensitive to the physical features, cultural needs and historical aspects of Forest Park.

OBJECTIVES

1. To examine the relationship between the upper and lower portions of the park, especially in terms of usage and the opportunities for greater linkages between the two areas.
2. To analyze the design and layout of the upper park in comparison to the most current attitudes and standards in park design.
3. To establish clear linkages and relationships between existing facilities and features and those being proposed, the end result being a well thought out comprehensive composition.
4. To examine the relationship of the park (its physical boundaries) to the surrounding residential neighborhoods.
5. To identify problem areas and propose design solutions to solve these problems.

THE HISTORY OF FOREST PARK

Forest Park is a large city park totaling 755 acres located in Springfield, Massachusetts. It sits in the southwest corner of the city, bordered to the south by the Town of Longmeadow and with Interstate 91 and the Connecticut River adjacent to its west boundary. Main access to the park is obtained from Sumner Avenue along the north boundary and from the west, via the Route 5, I-91 interchange. Three minor points of entry also exist. One on the east from Trafton Road and two from Longmeadow.

The history of Forest Park dates back to 1883 when the Massachusetts Legislature passed an act enabling cities to create park commissions and set aside lands for public use. Upon creation of the Springfield Park Commission in 1884, 64 acres of land were donated to the city by Orick H. Greenleaf for a "Grand Public Park" to be named "Forest Park". Two other tracts of land totaling 25 acres were also purchased by the city and added to the Greenleaf parcel that year. From this modest beginning the park grew to its present size by 1921. Of all the land comprising Forest Park, 72% was donated to the city. As can be seen by the following chart showing land acquisition, the park grew sporadically and haphazardly during those first 40 years.

In 1890 a large amount of land, 144 acres, was added to the park. Out of this, the largest amount was given by Everett H. Barney, a wealthy local manufacturer, who deeded his 104 acre estate, including his own mansion and grounds, to the city. (He lived in and maintained his estate until his death in 1916, when his property was officially taken over by the city.) Barney made many contributions to Forest Park and even served on the Board of Park Commissioners at various times. He was an eccentric man who was very interested in horticulture and is personally responsible for introducing into the park many exotic species of trees and shrubs, some of which he brought back himself from trips abroad. Barney was especially fond of water plants, designing and having built several aquatic gardens that he personally planted with different species of lotus and water lilies. This gave Forest Park the single largest collection of aquatic plants in the United States. These unique features still exist today.

The design (if it can be called that) and construction of the park in the early years was put in the hands of Justin Sackett, a local contractor. Mr. Sackett personally laid out and supervised the construction of many park facilities. He built roads, pavilions, channelised streams, created ponds, grottos, picnic areas, etc. It is apparent that he had no

Forest Park Acquisitions

	Acres
1st in 1881, presented by Orick H. Greenleaf	65.08
2d in 1881, purchased of Linus Dickinson	17.11
3d in 1884, purchased of William L. Dickinson	7.09
4th in 1890, presented by Orick H. Greenleaf	1.33
5th in 1890, presented by John D. McKnight	2.63
6th in 1890, presented by John Olmsted	9.38
7th in 1890, presented by James Kirkham	9.68
8th in 1890, presented by Walter H. Wesson	9.68
9th in 1891, presented by Everett H. Barney	104.56
10th in 1891, purchased of Linus Dickinson estate	89.70
11th in 1891, presented by Daniel J. Marsh	1.10
12th in 1891, presented by Orick H. Greenleaf	4.12
13th in 1892, presented by Theodore A. Havemeyer	2.38
14th in 1892, presented by Ida M. Southworth	6.33
15th in 1892, presented by Marvin Chapin	10.50
16th in 1892, presented by Moses Field	7.20
17th in 1892, presented by Ella P. Allen	7.21
18th in 1892, presented by Everett H. Barney	24.20
19th in 1894, presented by Helen Spring	1.74
20th in 1894, presented by Celia C. Merriam	1.74
21st in 1894, presented by Everett H. Barney	22.02
22d in 1894, presented by Everett H. Barney	4.24
23d in 1894, presented by Marvin Kirkland	3.00
24th in 1894, purchased of William Barry	1.56
25th in 1896, presented by John B. Stebbins	4.15
26th in 1896, presented by George Nye	4.15
27th in 1896, presented by Elisha Gunn	4.15
28th in 1896, presented by Everett H. Barney	17.76
29th in 1896, purchased of Sisters of St Joseph	7.12
30th in 1903, presented by Mrs Hannah L. Osborne	1.90
31st in 1904, transferred by City Council	8.74
32d in 1905, presented by Everett H. Barney	1.30
33d in 1906, presented by Everett H. Barney73
34th in 1907, presented by Everett H. Barney50
35th in 1917, purchased of Upton & Baker	20.00
36th in 1917, purchased of John W. Glynn	20.00
37th in 1918, presented by Rudolph C. Born	21.04
38th in 1918, presented by Jas. B. Burbank	103.00
39th in 1920, presented by heirs of A. N. Mayo	70.00
40th in 1920, purchased of Robt. H. Spare	2.02
41st in 1921, purchased of Wm. and Rose Schroeder	2.75
42d in 1921, purchased of Lebel J. Fennyory	4.91
43d in 1921, purchased of Springfield Schuetzen Verein	17.01
44th in 1921, purchased of heirs of Moses Warriner04
	<hr/> 755.37

Total, 44 parcels } 32 presented, 546.36 acres.
 } 12 purchased, 209.51 acres.

CHRONOLOGICAL DATES IN THE GROWTH OF FOREST PARK

- 1884 64.3 acres of land given by Orick H. Greenleaf to city.
City purchased two lots.
- 1890 Everett H. Barney donated 109 acres.
Others donated land.
Street Railway Company extended lines to park.
- 1891 Several tracts donated,
- 1892 Several tracts donated,
- 1893 Three tracts added.
Skating and boating lake constructed.
- 1894 3 parcels added.
- 1900 Justin M. Cooley bequeathed a sum of money for the Park.
- 1904 Tennis courts laid out.
- 1907 Stone house on Barney Pond built.
- 1911 Barn and zoo destroyed by fire.
- 1912 New barn and zoo built.
- 1916 Everett H. Barney, park benefactor, died.
- 1917 Two hundred acres added.
- 1918 Large sections of park used for emergency war gardens.
- 1919 Porter Lake formed by construction of dam across Piscousio Valley.
Memorial grove of oak planted.
- 1922 King Philip's Stookade developed.
- 1923 Office building erected.
- 1929 Tennis house erected.
- 1932 Dinosaur tracks set in park.
- 1935 Park developed by N.P.A.

master plan from which he worked. The development of the park was as piecemeal as the acquisition of land. Both public and private funds went to the construction, with private contributions far out-totaling the amount of money appropriated by the city. Money was made available on a yearly basis and Mr. Sackett would go as far with it as he could. He was also hired by Everett Barney to work on his estate, where he also laid out roads and other features. I do not know how long Justin Sackett worked on Forest Park, but it is a memorial to his creativity and talent.

By the turn of the century, Forest Park had the reputation of being one of the finest urban parks in New England. It attracted people from all over the New England area. Its popularity was due to a combination of factors. First was the beautiful natural scenery, steep wooded ravines, rolling hills, bubbling streams. Combined with this were many unique features added by the hand of man. Those that especially stood out were the winding roadways, ponds and lakes and exotic plant materials. Two of the most popular features were the zoo, begun in 1890, with its collection of exotic and native animals and birds and the formal rose gardens. Many visitors would arrive at the park by way of trolley at the Sumner Avenue entrance. They could then traverse the park by foot or rent a horse and carriage for the day. Forest Park became the social place to be.

Up until the early 1890's, the area around Forest Park was sparsely populated. This was partly due to the inaccessibility of the area and also because Springfield was not an overly large city at the time. In 1890 trolley lines were extended to Forest Park and the area in general. This created an incentive for land development. Beginning in 1893 there was a boom in construction throughout the area. The most notable is the neighborhood adjacent to the northwest boundary of the park (Washington Avenue), known as the Forest Park Heights District. Many large, beautiful homes of the Queen Anne and Classical Revival styles were built. Forest Park Heights was inhabited predominantly by the middle and upper class, being described as "without question, the locality of the future for the rich and well to do". Today it is an Historic District. Between 1896 and 1904, building progressed very slowly. But, from 1905 to 1916 a second building boom occurred during which time the remainder of the area was filled. This coincided with Springfield's Golden Age, when the population of the entire city grew rapidly.

This increase in population resulted in increasing demands for more recreational activities and facilities. In response, many activities and facilities were added to Forest Park as it grew in size. Ballfields, tennis courts, swimming

pools, skating ponds, an amphitheater, children's play lots, hiking trails and other facilities were added over the years, increasing the wide variety of activities and attractions the park has to offer. This resulted in incredibly large amounts of people using Forest Park every year. Unfortunately, this leads to overuse and abuse, which, if not dealt with immediately, can lead to decline at a rapid rate. This was the case in Forest Park.

The decline of Forest Park, which began in the late 1930's, can be attributed to many of the same causes that have plagued urban parks throughout the country. Overuse of recreational facilities, reduced budgets resulting in minimal maintenance and servicing, automobile congestion, erosion of embankments and pollution and siltation of lakes and streams are just a few of the problems that must be dealt with. A two-year study, completed in 1940 by Hare and Hare, Landscape Architects from Kansas City, noted many of these problems and set forth a master plan to reverse the decline. To what extent this was adopted is not known.

As a result of the above mentioned problems, attendance in Forest Park has substantially dropped over the years. The low point came in the mid 1970's when the zoo was phased out. It was probably the park's most loved and remembered attraction and it was a great loss. This, however, was inevitable due to the zoo's high operating costs and the fact that by today's standards, Forest Park Zoo was a remnant of the dark ages. Its facilities were archaic and cruel to the animals it housed. All that is left today is a small kiddie-land zoo which features mostly farm animals.

Decline in use brings about another phenomena known as non-use. This further compounds existing problems. Unused areas usually receive no maintenance which results in increased deterioration of facilities and tremendous overgrowth of vegetation. One-time highly used areas become, in essence, a no-man's land, attracting only vandals, loiters, and other undesirable elements. This results in a further decline in attendance. The image the public has of Forest Park has plummeted drastically since the loss of the zoo. Publicity surrounding an attempted rape and a murder that took place in the park over the past couple of years is typical of the type of news that is more apt to reach the public concerning the park.

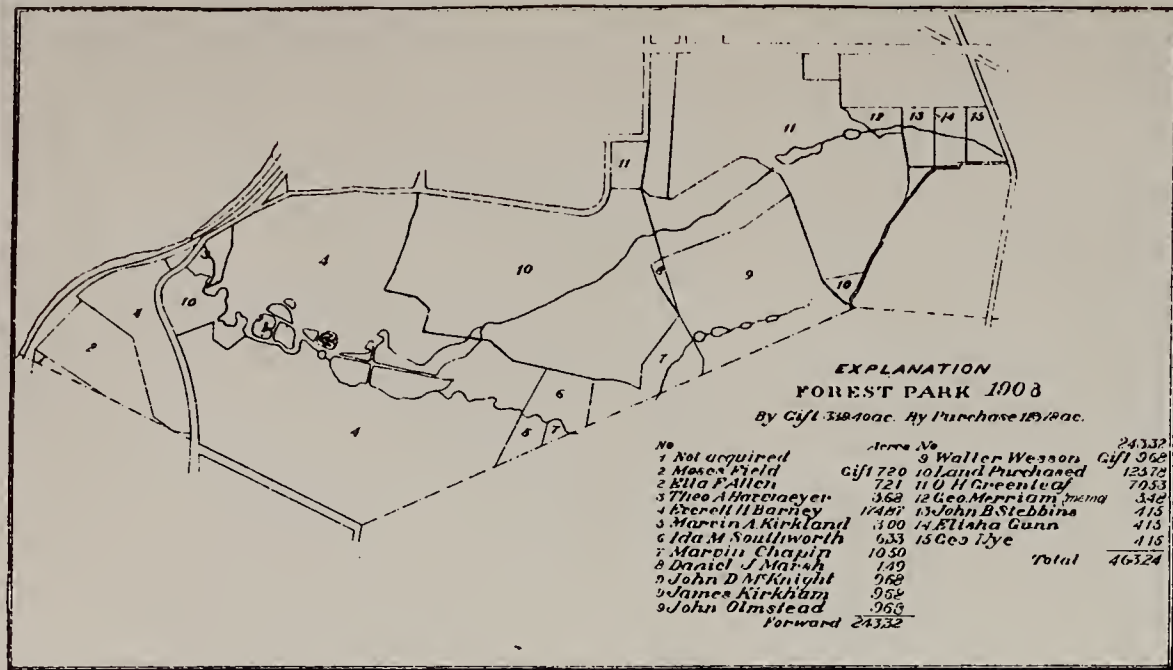
Efforts are being made however to turn the park around in terms of both public image and in improving recreational facilities and other physical amenities. The Parks and Recreation Department, Mayors Office of Cultural Affairs and private organizations such as Springfield Fair Share, all sponsor

different activities that take place in the park throughout the year. Towards the physical side, various firms have been hired to do studies of the park. Besides the one previously mentioned, subsequent studies have been done in 1972, 1974, 1977 and 1980. Also in 1979 a study of the public's image and use of Forest Park was done under the direction of Geoffrey Hayward of the Environmental Institute at the University of Massachusetts. The purpose of this study was to determine what features and activities of the park were most utilized and attracted people. None of the studies previously mentioned have been adopted in full as a master plan for the park. The most recent study, done in 1980, lacks a conceptual basis from which a framework can be set forth for physical improvements. The lack of overall goals and objectives is a factor that must be dealt with in the future.

Responsibility for setting park policy and approving any plans and proposed work goes to the Board of Park Commissioners. Most of the financial and physical planning for the city's parks is in the hands of the park planner. Apparently some work is done for the Parks Department by the Department of Public Works.

Forest Park has been placed on the list of Olmsted Parks in Massachusetts. This is part of a program approved by the State Legislature to provide funding for restoration work. The park will therefore be receiving money, but as to the amount and when is presently unknown. It must be noted at this time that no documentation, in the form of drawings, plans or reports, have been found to date that show that Olmsted, or the Olmsted office, ever worked on Forest Park.

Therefore, this project does not recognize Forest Park as an Olmsted Park. Research and design will be conducted with a more general approach to the subject of parks.



Chapter Two

Literature Review

CHAPTER TWO

LITERATURE REVIEW

The purpose of the literature review is to determine and examine the current attitudes and criteria that underlie the use and design of parks today. The review of appropriate books and journals, both of historic and modern context not only give a framework to use and build upon, but also keeps you abreast on the ideas and methods being advocated today in park development. In examining the literature, three distinct, but integral, aspects of parks rise to the surface. These are:

1. The History of Parks and Recreation
2. The Sociological Aspects of Parks
3. Design

(Each are dealt with separately on the following pages.)

Knowing and understanding the history of park development will hopefully help us understand the present and perhaps to predict future directions. Combined with the history is the matter of purpose and use. It is essential to know how and why parks are used in order to successfully plan for the present and future or to attempt to initiate change. Once use is understood, only then can design priorities such as appropriate facilities and arrangement be determined.

A BRIEF HISTORY OF PARKS AND RECREATION IN THE UNITED STATES

From the beginning of the Colonial period in this country, most towns and cities were planned and built with some type of open space. In most cases, these open spaces were in the form of a village green or common and parade grounds. This was representative of the traditions that the early settlers brought with them from England.

In 1634, Boston set aside the Commons, and in 1640 took steps to protect it from future encroachment. The original plan for Philadelphia, drafted in 1682, provided for five open squares for public spaces. There are other examples. Chicago, Washington, D.C. and New York perhaps stand out above the rest, and what happened in these cities tells the story for the others. All of them had made provisions in their plans for open space, sometimes a very generous amount (as in the 1811 plan for Manhattan which provided 450 acres). But unfortunately, these plans were either ignored outright, or, as the cities grew, the open space fell prey to speculation and encroachment. By the mid-nineteenth century, the situation was indeed dismal throughout the country. However, all was not lost.

In New York City some very influential people were advocating the development of a large public park in that city. Two people in particular stand out. First, William Cullen Bryant, socialist editor of the Saturday Evening Post who had been advocating a large public park as early as 1836, and second, Andrew Jackson Downing, in his time America's best and most well known landscape designer, who advocated large parks in his writing as editor of the Horticulturist. Their combined vocal advocacy, starting in 1850, for a large park in Central Manhattan, along with the necessary political backing of city and state in the next three years, resulted in their, and many other peoples, desires becoming a reality. In 1857 the choosing of Olmsted and Vaux's plan, called Greensward, for the design of Central Park, became history and launched America into a great era of park planning and construction throughout the country.

It is at this point that the real history of parks and recreation begins in this country. Most of the books that deal with this subject devote a large amount of time and pages to Central Park and this, of course, is not without justification. Central Park had a profound effect on park design for the remainder of the 19th Century and the beginning of the 20th. Every large park (and there were many)

built in that time period was patterned directly after Central Park, whether it was designed by Olmsted or someone else. Its importance cannot be understated.

However, this is not a history paper. The goal in looking at the history of park development is to examine what has influenced this development over the past 130 years in order to hopefully understand what role parks played in our society in the past, what role they play today and to perhaps predict where they are headed in the future. Towards satisfying this end, I have found the writings of Galen Cranz in his book The Politics of Park Design, 1982, to be the most useful. He talks about the physical, sociological and recreational aspects of park development. Cranz puts the development of parks into four eras beginning in 1850 and going through the present. They are:

The Pleasure Ground: 1850 - 1900
The Reform Park: 1900 - 1930
The Recreation Facility: 1930 - 1965
The Open Space System: 1965 and after

THE PLEASURE GROUND 1850-1900

This is the era of Olmsted and Central Park. Many of the ideas set forth in this time have been carried over into the other eras and still present today. Up until this time, the majority of people in America lived in a rural area. Even city dwellers were not very far from the country. But, as cities began to spread outward, and the industrial revolution came into full swing, the country began to retreat further away from the city dweller.

Olmsted envisioned that the area around Central Park would eventually be filled with buildings and took this into account in his design for the park. He conceived of the park not only as an open area exempt from the urban environ, but as "a class of opposite conditions," a visual antithesis to gridded streets and rectangular houses. The park would be a piece of country in the city providing fresh air, meadow, lakes, trees and sunshine.

Parks were also seen as means of improving cities and as a check on encroachment. They were the anti-urban ideal, offering escape and relief from the evils of the city. The country was seen as offering simplicity, health, peace, quiet,

stability of personal family and community relations, benefits associated with nature itself.

The general design philosophy of this era was that of the picturesque landscape theory, which offered the ideal antidote to the highly artificial American city. Olmsted felt that pure wilderness would provide the best and sharpest contrast with civilization; however, the picturesque, pastoral middle landscape was an appropriate compromise. Its informality was democratic, and it offered the right synthesis of the beautiful and the sublime: an overall composition of smoothness, harmony, serenity and order, with an occasional reminder of the awesome grandeur of a mountain, a deep cravasse, lovely waterfall or steep craig.

Incorporated into this was the European Pleasure Garden and its three rules prescribing the relationship between nature and art:

1. The garden should orient itself to the image of nature.
2. In mirroring nature, it should be differentiated from surrounding landscape and recognizable as something different.
3. This difference should not be an unnatural contrast, but rather a heightening of nature in the image of nature and reason.

The goal of the American pleasure ground was to heighten the idea of naturalness with forms suggested by nature, but not to rely on what nature actually provided.

These large city parks or pleasure grounds were, at the time, and still are, seen as vehicles for passive recreation. In one sense this is true, as they usually had no tennis courts or baseball fields or other active-type facilities as we know them today. This fact, coupled with the design philosophy stated above, was to be a source of great conflict just after the turn of the century. However, this view of our first parks is not really accurate. The emphasis towards recreation was not so much on passive but rather unstructured recreation. The aim was to promote spontaneous activities by families and church groups with an emphasis on outdoor sports. This was seen as a means of compensation for the widening split between work and leisure. The overriding goal was not to provide activities for physical exercise, but for mental exercise. A stretch of nature in the

city gave respite to the tired worker, and also stimulated and energized the unused part of the mind. The pleasure ground was designed to facilitate activities that provided exercise, instruction and psychic restoration. Certain amusements, it was thought, aroused cultural awareness of the masses. Appreciation of scenery stimulated the psyche to wholeness, walking provided psychic renewal. Ideally, a family would spend the day in the park and if, in the process, you can give people information in a playful way in the park, it would be a good thing to do. Museums, arboreatums, botanical and zoological gardens, music halls. Through enforced codes the conduct of the masses would be elevated in all aspects of city life.

The pleasure ground was meant for the working class. Realistically, these parks only appealed to or were meant for the upper classes of society. Partly it was a factor of the distance and/or expense of getting to the park. Working class people would only go on Sundays, and often activities were scheduled for other days of the week. Also, many activities that the working class wanted were often not allowed. It is ironic that the pleasure ground appealed the most to the class of society which had originally opposed its conception the most.

THE REFORM PARK: 1900 - 1930
The park as a mechanism of social reform.

At the turn of the century the active recreation movement began to make its presence felt. This was partly an outgrowth of the playground movement which began in Boston in the 1860's. It was also a response to the changing society. Increased industrialization brought a shorter work week, earlier retirement, longer vacations and higher pay. People had more spare and leisure time on their hands, and this was perceived to be a threat to society. The reform park, which was geared towards children and adult men of the working class, was a moral defense against the potential for chaos that was perceived in this new abundance of free time. Urban park planners of the time considered the masses incapable of undertaking their own recreation. The main line of reform thinking was that the gap of free time generated a demand for increasing recreational service. The keynote approach was organized activity, and mere space was insufficient to fulfill this goal. Activities had to be molded by knowledgeable leaders to mold users' experiences effectively.

Athletics became the primary focus. Gymnasiums, both indoor and outdoor, were built. Athletics were further organized into community-wide tournaments. Park programming commonly divided recreation into categories such as physical, social, athletic, and civic, or active, passive and social. These groupings indicate the widening range of activities programmed for parks in this era. Play festivals and pageants, arts and crafts, vegetable gardening, civic meetings, folk and social dancing, and other activities were included.

The new form of park was the Neighborhood Park. These were located within the densest neighborhoods to be able to meet the need to serve the largest segment of the population. The idea was to provide recreation grounds of sufficient size within walking distance of every child of the city. This reform park was in a way a substitute for the street, which was attractive to children because of their activity. Often streets were closed off during certain times of the day so children could play safely. Open space around schools and other buildings was utilized for these neighborhood parks, creating the first school-park programs in the country.

With the great emphasis on parks as a place for organized play and organized activities, design priority changed. Artistry and landscape beauty gave way to utility. The playground could be both beautiful and servicable, and trees, shrubs and flowers became decorations for modern facilities. This era saw the insertion of playgrounds into large city parks, though they were usually segregated as not to intrude on the quiet and repose of the general scheme.

The reform park era was a time of great conflict between the disciples of Olmsted and the proponents of active recreation. The proponents of large parks who usually headed Park Departments and had been trained in landscape architecture programs, knew little about recreation and resisted any attempts to reform the pleasure ground by insertion of playgrounds and other active play facilities. Active recreation enthusiasts usually were educated in physical education schools and, though they knew about recreation facilities, they knew nothing about park design. This led to a large gap between the two opposing camps, with most cities forming a separate recreation department. This was a split that would persist until a few years ago, the result being that many pleasure grounds suffered the intrusion of signs and buildings and other non-conforming activities, and many a neighborhood park was built that was very barren.

The idea of the pleasure ground parks to reach the masses became the reality of the reform park era. But, this was not without its costs. Ironically, recreation became as specialized as work had become routinized, with its activities nearly as rigidly organized as the work place. The reform park also segregated ages and sexes. The primary focus on children, especially poor immigrant children, and the working class had its consequences also. Middle class children were discouraged from using park facilities because of the focus on poor children, and two groups were effectively excluded from reform era activities: the middle class and adults. They would become the focus of the next era of park development.

THE RECREATION FACILITY: 1930-1965

In the 1930's the idealistic effort to use parks as a mechanism of social reform was abandoned. Park administrators no longer viewed themselves as their brothers' keepers. The service parks provided needed no particular justification. Park facilities were an expected feature of urban life, and recreation had been accepted as an essential of life, just as education, health, work and religion. Basic, Universal, words to describe the ideologically denuded status of parks; Fundamental, Important, implicitly justified the status of parks as a function of government. The underlying rationale for park activities was often forgotten.

MORE and BIGGER; that was the response to a general increase in the demand for park services. Facts, not meaning, would speak for themselves. But, response to demand is not the same thing as action according to purpose. Disregard for purpose implied a lack of philosophy. Recreation became the watch-word for the era and it did not exclude any activities or age group. Parks became recreational facilities.

The beginning of the era saw an increase in leisure time, some of it due to the depression and unemployment. It involved the interpretation of a new social phenomena, the mass population as a leisure class and the virtual elimination of class hierarchy. Americans became occupied chiefly with combating boredom and remaining happy. Parks could be a solution to this problem of increased leisure time. They could be useful in employing large amounts of people and offer more leisure activity. This emphasis created the need

to expand park programming, bringing about an effort to simplify bureaucratic procedures and streamline services. Efficiency was needed in order to deliver services on demand, leading to systems thinking and bureaucratization. Programming expanded faster than park budgets, forcing parks to rely on cooperative ventures with other municipal agencies such as housing authorities. Throughout the period, planning and systems integration gained in sophistication. The advent of comprehensive city planning saw parks and recreation included into city master plans. Developing planning standards became the chief preoccupation of park administrators. The result was that a small proportion of recreation service focused on the user and his moral welfare. The Park Department took on a life of its own and came to be committed first of all to its own maintenance and enhancement.

During the depression and the war, all activities had to be justified as absolutely essential to citizens' welfare or budgets would be cut. Old activities were given new definition and new activities were introduced, especially activities focused on the war. For example, gymnastics became physical fitness. Vegetable gardening was promoted because of the need to ration food. Hobbies and crafts were promoted especially amongst men and boys. Community-wide events were encouraged, especially activities that lent themselves to large celebrations, festivals and pageantry.

During the depression and war years there was some transformation of older parks into recreational facilities. New construction had to wait until after the war. New parks were located throughout the city fabric. Usually they were very small so there could be more of them. Many were established in projects and older neighborhoods, being associated with urban renewal. The school-park plan became prevalent, with school and park adjacent to each other, and both agencies sharing construction and operating costs. This led to the development of the neighborhood theory. Throughout the period, social programs and physical form were only loosely related. This was partly due to the new design idea: the multi-use facility. The underlying social goals of park programs were not clear enough to identify one style or feature as more relevant or useful than another. In practice, various features of preceding eras were juxtaposed and a banal eclecticism was the result. The real design innovation of the era was the standardization of all the old elements into a basic municipal package, one that was used repeatedly without regard to local site conditions.

Recreation facility design were epitomized by the park bench and the cyclone wire fence. The fence denoted land use and prevented accidents (children running out into the street); thus it was cheaper than supervision. Less supervision meant more signs; the signs had to be visible, so everything was painted in bright colors. Playgrounds became increasingly mechanized. The age of free-form play sculptures, often with a theme appropriate to the surroundings.

The standard argument of the era was that people had to be lured from their homes by something more than a place to picnic. This was a justification for facilities that were larger, more numerous and more various in function. Multiplication of offerings, justification by demand and defensiveness of orientation, was the characteristic logic of the recreation era.

Recreation facility programming focused on the middle class, especially adults, with its service mentality of something for everyone. The recreation facility was seen as a way of taking the idea of the neighborhood park to its logical conclusion. Unfortunately, the idea of something for everyone created another exclusion and contradiction; that of racial segregation. Separate parks, or at least separate facilities, for minorities. This would not be addressed until the open space era.

THE OPEN SPACE SYSTEM: 1965 and after

The recreation era had provided facilities, playgrounds, parkways, stadiums, parking lots and open beaches, but not space, much less open space. A genuine turning point came in 1965 when John Lindsay became Mayor of New York. He made parks and recreation a political issue. A new idea of integrating physical park and recreation programs ensued. The new department in park policy was a response to so-called urban crisis, the key element being the wholesale flight of the middle class from the inner-city. Part of the crisis was the parks because the middle class avoided them, considering them unsafe. Park practice wasn't working. The city needed parks, but for more than the customary safety valve function, it needed them for imagery and inspiration.

The park responded with talk of self-examination, experimentation and innovation. But, behind it was a philosophical vacuum, old models didn't apply and new ones (open

space) were not much more than a gesture embracing the indefinite future. At least, though, rhetorical posture would lead to unprecedented openness to new ideas and possibilities.

"Anything goes," a phrase that describes programming of the era. Open space suggests a number of activities:

1. Open space were wide open area innovations -- anything goes.
2. Open space was not built up, but left open.
3. Open spaces were fluid, the park flowed into the city and the city into the park.

Parks had to be shocked back into life via newly permissive programming and the publicity to exploit it. Some of the activities were ones that weren't allowed before, others were just new to parks. Cultural events and athletics were updated. Carry-over or lifetime sports (such as badminton, etc.) were emphasized, giving sports a service orientation. Physical fitness programs (karate, yoga, belly dancing), philharmonic concerts, museums without walls, were all part of the new programming. Direct participation, happenings, sit-ins, demonstrations and the like, were allowed, where once they never were. There was a new moral imperative; park and recreation people must begin to take seriously their obligation to provide recreation experiences for people rather than recreation facilities. Preservation became a premium, the park as historic and cultural landmark, and ecology, the preservation of the balance of nature.

Controversy eventually arose over the new park programming. It boiled down to the use of parks for active versus passive recreation (especially the older, larger urban parks). Passive recreation proponents were concerned about the excessive use that parks were receiving. They feared that long term and irreversible damage might occur if parks were forced to accomodate the large amount of activities going on in them at the time. By the mid-70's, the passive people won out. Park programming reverted to appreciation of the park landscape itself. Active and passive, it was felt, could go together, that a balance was necessary, but what should that balance be?

Get it where you can. With the tremendous competition for land in urban areas, the above sentence is descriptive of where new parks would be located. The crunch for land rationalized the mini-park. Small size was both a cause and effect of proliferation. Landscape architects wanted to reveal the potential recreation use of the entire environment. This new attitude towards streets, sidewalks, backyards and waterfronts as possible recreation areas developed.

A design revolution occurred. Parks need not be dull stereotyped and conservative. An attitude of creativity and experimentation arose, an example being adventure playgrounds. Fencing fortunately began disappearing, but unfortunately, so did vegetation. Buildings were out of fashion and billboards were out completely.

Open space system ideology de-emphasized fixed planning standards and emphasized experience, and thus, the general idea that recreation is wherever one finds it. The fourth phase suggests that bureaucratic ossification is not inevitable, that organizational regeneration and revitalization can continue.

SUMMARY

In a few words:

The Pleasure Ground was an antidote.

The Reform Park a mechanism of social progress.

The Recreation Facility a public service.

The Open Space System a stimulant.

The changes in park history occur because of the changes in urban history in this country. V. K. Brown, a former President of the American Recreation Association said, "A park system needs a city to serve. How otherwise can parks, like veritable reflector basins, mirror contemporary life and times. Mirror them they must, apparently that's their history."

From this viewpoint, the Pleasure Ground era saw the park as a necessary evil. In the reform era, the park was a means of reconciling the advantages of rural community life

with the disadvantages of urban life, thus bringing a sense of community to the city. In the Recreation era, parks were used mechanically to complete the definition of a neighborhood, and the enlarged idea of park systems contributed to the evolution of comprehensive community-based city planning. The city being a vehicle for the advancement of national well-being. In the Open Space System era the public park reflects the life and vitality of the city and its people. The Open Space System is premised on the new idea of Public Man. The new park is specifically a place to be "in public" where we are related to other people even though we do not necessarily know them personally nor even feel some bond of neighborhood or mutuality with them.

THE SOCIOLOGICAL ASPECTS OF PARKS

In looking at the social, psychological and cultural characteristics of parks, two questions arise:

1. Why do we need parks (i.e., what is their function in society)?
2. What are the values we derive from parks (i.e., their use and benefits to society)?

These questions seem to be rather simple and straightforward. The answers, however, are not. The difficulty in answering these questions lies in the fact that the questions are very tangible but the answers are very intangible. That is to say that assessing the function, use and benefits of parks is not simply a case of interpreting cold, hard facts and data. It requires an understanding of our society (culture), past and present, the nature of urban life, knowing what constitutes recreation, and how we use our leisure time. It is a difficult task calling for the combined effort of various disciplines.

The books reviewed, while having some consensus amongst them, also had varying ideas and opinions. This, of course, is to be expected. A summation of major points will be presented according to each writer.

JERE FRENCH - URBAN GREEN

Mr. French has a caustic attitude about parks in our society today. Especially towards planning and development, and the attitude that society seems to have about parks in general. By emphasizing the negative, it seems that he is putting forth a call for action to improve the state of our urban parks today. French compares and contrasts the purpose of the city parks to other forms of urban green space, such as the square or plaza.

In the introduction, French starts with a quote from John Ruskin. "The measure of any great civilization is its cities; the measure of a cities greatness is to be found in the quality of its public spaces -- its parks and squares. The fate of American cities must be reckoned with the fate of urban space."

What is the fate of the city park?

Ill-conceived
Abused
Misunderstood

The park concept is atrophying today because it remains static within a rapidly shifting urban crucible.

Parks owe their existence to the creation of democratic institutions and the need to counter the urban environment of nineteenth century industrialization.

AgoraConcept - should be used by park planners for park development.

Agora's strength lies in its ideas, not its design, and the less finite that design, the more flexible and multifaceted its function.

A Search for Meaning

The failure to develop criteria for city parks based on: social mores of contemporary society, time lag factor, nostalgia for simpler, more peaceful times. This has kept park design and park development and growth out of step with today's world.

City Parks: too small too few
 poorly located
 outdated in design.

The park is something of a retreat (not escape) from the essential characteristics of urbanism such as exchange, noise, interaction, high density, activity, commerce. The park should not harbor these conditions of city life, nor be insulated against them either. As an element of contrast, the park offers balance to the urban scene.

Most essential characteristic
-- SELF-INVOLVEMENT --

The person entering the park alone or with people should bring involvement with them. The park serves us best when it offers the framework for enactment of our own productions -- be they creative, contemplative, athletic or restful.

To the extent that park facilities encourage exploratory and independent activity in a wide range of functions,

then to that extent is it answering its primary obligation.

Our city parks provide us with a painfully accurate glimpse of the condition of our civic well-being. The parks, like nothing else in a city, sing the praises of public accomplishment and public trust -- the fellowship of man repeated daily. They tell us of public affection and disdain for public institutions as well. Are American cities failing to keep the public trust? The city park with its great promise for recreation, beauty and balance in our urban environment is but one criteria for urbanity interlinked with and dependent upon all others.

WHITAKER - PARKS FOR PEOPLE

THE NEED

The park as a still eye in the hurricane of the city, a safety valve for the tensions of modern life.

Temporary additional territory for human animals when they are feeling penned in.

The ability to enlarge people's freedom in a limited space.

Parks provide places where the value and scale of the individual can still be respected.

Breathing space, filter for noise, heat, fumes and smells.

USE AND SOCIOLOGY

People consider the scenery and quietness the most important elements.

Peace and Quiet - key elements.

Most users require well designed natural surroundings of grass, trees and water, as a haven from the surrounding turmoil.

Alleviate the loneliness which is such a blight of city life (especially elderly and young).

Parks should not segregate people (minorities, elderly, handicapped).

A well planned park should aim to keep families together by providing something for every generation.

In all park planning, it is vital to integrate open spaces as readily accessible interlocking parts of the urban scene. Parks need life as much as vice-versa. They should be visualized as part of the cities' fabric.

DOELL and TWARDZIK -

ELEMENTS OF PARK AND RECREATION ADMINISTRATION

Doell approaches this subject obviously from an administrative or bureaucratic standpoint. There is a heavy emphasis on recreation as it relates to the park.

The goal of parks and recreation is to combine a tangible physical resource (park) with an intangible human instinct and emotional motivation (recreation) in such a way as to produce a meaningful social welfare service.

Areas and facilities are important only as they contribute to human needs, in this case, human enrichment and enjoyment.

Man is an integral part of nature. It is not possible to separate him from it anymore than it is to destroy matter.

A large city park is not a specialized arena. It should offer a wide range of choices, and be flexible as to what can take place in its various spaces.

ELEMENTS OF PARK VALUE

1. Social and therapeutic values - health, happiness and recreation equal man's well-being. Social amenities as inherent rights in the welfare of man.
2. Park value that enhances values of nearby real estate.
3. Economic values generated by use equating users' cost of visit with something which user has given

up to visit park. The greater the use, the more valuable the park.

4. Values that are the result of buying and selling real estate appraisal.

CRANZ - POLITICS OF PARK DESIGN

Cranz goes more deeply into the questions of park function, benefits and use than any of the other writers do. He not only looks carefully at the present situation, but the historic ones as well.

BENEFITS AND USE

SOCIAL BENEFITS

The public park movement -- experiment in collective reform and expenditure. Individual experience in parks has ultimately been a means to a collective end.

Conventional view -- recreation is good in itself, of value to the individual user of park services, and only thus of value to society -- "in that the welfare of society is the sum of the welfare of its members."

ECONOMIC

Beautiful parks make a city more attractive -- make city more of an attraction.

Inflation of real estate values around the park (?)
Keeps wealthy people in the city.
Could stimulate tourism.

IMPROVE PUBLIC HEALTH

Purify air.

Stop disease.

Physical exercise.

Psychological well-being.

(Beauty, music, moral supervision, psychological benefits of physical activities and hobbies.)

DEMOCRACY

Park as a way to install certain values related to political life:

good citizenship

social consciousness

sentiment of democracy

A place for extremes to mix as equals
equality of opportunity
opposition to special privileges
mass participation
consensus among diverse social groups.

"Parks are the outward visible symbols of democracy. That, in my book, is what they are for."

Robert Moses

ASSESSING BENEFIT

USE

Extent of use has been assumed to be the chief measure of the social benefits of the parks, but since the benefit is immeasurable, the actual measuring has been little more than a gesture.

Attendance figures to sort out priorities among different activities -- assumption that large numbers were good in themselves.

Parks have relief on political evaluation of their programs rather than broad-based user evaluation.

Five criteria for measuring a recreation program
(Recreation Journal 1961)

1. aims and policies of the managing authorities
2. money available
3. quality of professional staff
4. quality of recreation facilities
5. quality of the program

NON-USE

During any normal use period only one to five percent of the total possible users of a park are using it.

Crime in parks has risen proportionately or disproportionately with crime in general. The shock of an unsafe park is easily exploited but they cannot be held responsible either for the crime itself or the emotional impact it has, especially in this setting.

A new place, parks have assumed in popular consciousness: as a sort of urban asset or resource -- a space permanently full of potential -- whether it is put to use or not for contributions to urban well-being.

Many people who use parks only rarely just like to know they are there -- they would be disturbed if parks were not there, and they consider their lives enhanced because of parks.

The benefit of the urban parks are not only a function of its direct use, but also of its place in the consciousness of urban dwellers, one of its indirect users.

THE ROLE OF PARKS IN THE CITY

SOCIAL CONTROL AND POLICY

Social control - rule by knowledgeable leaders; adequate structures of social and political intercourse could be defined for the popular masses by a cultured elite hovering above.

Control by diversion - the direct popular programming rationale of the open space era was participation in park activities.

FUNCTION OF PARKS: PAST AND FUTURE

The functions that parks have aimed to fulfill are not natural or inevitable. Two basic aspects of meaning of parks that would seemingly be independent:

1. While parks are mechanisms of social control, they manage to express a life force independent of social order.
2. In a similar way, the very setting aside of ground for park activities is a collective recognition of the need for play, even though the urban park offers very little true play, and parks will always be associated with the related ideas of spontaneity and freedom.

The range of social functions performed by parks has declined.

MECHANISM FOR SOCIAL INTEGRATION

The park has three integrative functions: (1) historic, (2) political, and (3) aesthetic.

1. The value of parks increases as they become older, for parks provide a tangible link with the past,

unify the culture across time and register its successive attempts to cope with its problems.

2. Creation of consensus -- parks still try to integrate different social groups physically and intellectually by excluding the issues that divide them. The purposely apolitical character of parks is justified in terms of its integrative function. They are their own secular social institution dedicated to neighborly friendliness, to the healing of those sharp differences of opinion that divide us into opposing factions.
3. Parks have served as an aesthetic mechanism of integration by sustaining values threatened by the facts of city life. The park keeps them "on hold" until culture can reincorporate them. The park can be a perfect world in miniature; one that provides norms for the larger world to look up to.

Each of these aspects of park integrative function needs to be defined conceptually and operationally.

VISIONS

Three levels:

1. Parks are just plots of land, preserved in their natural state.
2. Parks are aesthetic objects and their history can be understood in terms of societal consideration.
3. Each element of the urban park represents part of the planners strategy for moral and societal reform, so that today, as in the past, the citizen visiting a park is subject to an accumulated set of intended moral lessons.

SUMMARY

Doell says that a park is any place set aside for human recreation. While it may be true that our society

automatically links parks with recreation, parks also have other functions in our society that are probably not overtly apparent to the average citizen. French says that parks offer retreat from the city, that they contrast and balance the urban fabric. Whitaker says parks are still eyes in the hurricane of the city, an urban safety valve, a means of offering peace and quiet in a hectic world. Doell tells us that parks must first and foremost fulfill human needs, especially bringing enrichment and enjoyment to our lives and in so doing, improving our health, happiness and well-being. Cranz says that the park is a vehicle for social control and integration, a means of improving public health and social well-being.

But, where does all these answers leave us? With two questions that are not concisely answered. Though nobody would argue that parks are used for recreation, I think we could argue to what extent they are used by the public for that purpose. In other words, how much of any person's recreation time is spent engaging in a recreational activity in a park. The definition of recreation was at one time very narrow and it was presumed that a park was the only place recreation could occur. But, today recreation has a very broad definition and a park is but one of many places where people can go to engage in a recreational activity.

I think that if we go back to the pleasure ground era, we may find the answers we are looking for, especially in regard to the large city park. When interpreting what these four writers have said, their ideas seem to compare fairly closely to those of Olmsted and the other park proponents of his time. From this we have three purposes for the park's existence.

1. The park as an oasis of nature in the city. A means of contrasting the urban environment and thus giving it balance.
2. The park as a vehicle for passive or unstructured recreation, giving people, whether as individuals or groups, the freedom and ability to create their own recreational activities.
3. The park as a vehicle for bringing people of different groups and classes together to be able to share what may be common amongst them.

If we are to accept these three uses as the major reasons why we need large parks, the next step is to find out how design must respond in order to fulfill these goals.

DESIGN

When looking at design factors, you can do so at three different levels.

First is design elements common to all land uses, such as circulation, parking, grading and drainage, vegetation, etc.

Second are design elements particular to the land use in question and how they should be arranged and used in a comprehensive way. In this case, recreation facilities such as tennis courts or hiking trails would be examples.

Third would be specific details of design elements, such as the actual size of tennis courts and the type of surface to be used.

This section will deal with the second category of design factors. Those that are appropriate to a large city park. As in the previous section, the information reviewed will be summarized and presented according to author. Once again there are ideas presented that are common to each and some that are particular to each person. All ideas will be laid out for future judgment as the site analysis plays a crucial part in deciding what will be appropriate for Forest Park.

DOELL and TWARDZIK -
ELEMENTS OF PARK AND RECREATION ADMINISTRATION

Doell, when discussing park planning, does so from an administrative point of view. That is, he is looking at the plan as a part of park policy, and the procedures used to develop a park plan.

1. A plan is the representation of an object drawn on a single plane.
2. A plan is a method or scheme of action
 - budget
 - operation
 - construction
 - organization

Developing a Park Plan:

1. preparation of investigative report
2. topographic survey and map
3. preparation of diagrammatic sketches
4. design of a preliminary plan
5. preparation of working drawings
6. report and plan for method of maintenance and operation when the construction is completed.

LARGE CITY PARKS

Tendency over time to utilize every vacant area
Must be careful not to crowd too many diverse
uses and too little landscape into the original design

Special features

access

relationship to other land uses in the vicinity

(is it necessary to provide for neighborhood or community playfield within this larger park area?)

Can it support special uses?

zoos

arboreteums

day camping

athletic centers

(which must be provided for? what is zone of influence?)

Key elements

scenic beauty

topographic interest

preserve existing features of this sort

Different uses

should be segregated, yet placed as to not interfere with an overall aspect of spaciousness and scenic interest

Necessary roadways should be kept to a minimum
Large parking lots should be placed as to serve more than one area

Important considerations

proper placing of access points

circulation of traffic

preservation or development of a pleasing

landscape while serving a variety of unsupervised recreation activities.

WHITAKER - PARKS FOR PEOPLE

In the chapter on design, Whitaker talks about general design considerations such as form, creation of space, textures, etc. In subsequent chapters he deals with more specific topics such as sports facilities or children's play areas.

DESIGN

You do not want a standard park governed by rules and laid out according to some manual.

Contrast of form
sculpting the ground
mounds and valleys
variety to the eye

Use of levels
hiding different activities from one another
achieve drama

Illusion
sense of illusion is one of the most important
aspects of park design
a sense of magic and mystery needed
a park must not reveal all its secrets at once
or it will be a bore
ability to create and extend space
conceal real edges
join earth and sky (reflection in water)

An important, but neglected, aspect of park design is the conscious control of what the visitor experiences as he/she enters and moves through the park.

movement should create sensations
surprise
suspense
invitation
vista
full use of
levels
vegetation
water

- buildings
- texture of surfaces
- materials

Paths

- leisurely and contemplative

Texture

- contrast of texture
 - especially for leisure and contemplation
- plantings
 - rough - smooth
 - large - small

Avoid fussiness

- too many materials or plants used as gimmicks
- gives a fidgety appearance

Color should be subdued

Attention to variation in size of units

Contrast in geometry

- curvilinear with straight lines

Contrast of scene

- changes from one scene to another
- maintaining a sense of suspense

Contrast of size

- places of varying size
- small intimate sitting places
- large open play areas
- maximum variety

Movement and Sound

- motion of leaves or rippling water splashing
- in fountains

There should be no division between function and design.

Signs

- eliminate wherever possible
- remainder reduced to pictorial symbols and
- simple lettering

Design should take into account local micro-
climate -- plants integral part of design

Creating of space, not cluttering of space

A well planned park contains a varying sequence of intimate spaces and tempting vistas, so that the visitor is continually surprised and feels that he is experiencing a far greater range and area of country than he imagined the park to contain.

Gellicoe -- the creation and extension of space in the imagination. This is the main release from crowded streets. Three essentials are required: a sufficient complexity of trees to create mystery and conceal boundaries; a sense that the park runs into the sky in all directions; and a sheet of water of sufficient size to join the sky to earth.

Walls used to enclose sense of intimacy; shut out sight of traffic.

Most effective insulators: trees and water (separating activities).

Cars - whenever possible the internal motor traffic of parks should be removed altogether. It injects tension and danger harmful to the relaxation of parks.

Screen parking lots

Multifunction car parking areas.

COUNTER-DESIGN: VANDALISM

Intelligent planning and durable materials

Semi-mature trees versus saplings

Good maintenance - people's behavior reflects the status of their surroundings

Provision of adequate facilities for children is the best cure for vandalism

CHILDREN

Adventure playgrounds

Emancipate children from their isolation and boredom

Playgrounds should be soft-surfaced

Encourage children to impromptu plays, puppet shows

Sympathetic supervision needed

Providing safe play facilities

ART

Forum for new art forms and bringing arts to
new audiences

Parks could help play a role in making art less
structured and razing its social barriers

Allowing people to try their own hand at paint-
ing and sculpting

Folk singing, opera and ballet, poetry reading,
modern plays, al fresco sculpture, architec-
tural scale models of new environmental plan-
ning

Use of temporary structures (for winter use).

JERE FRENCH - URBAN GREEN

A good park requires a strong functional organization,
good aesthetics and a sensitive development of scale relation-
ships. Like any successful garden, it requires flexibility
for a variety of uses and a pleasant framework to properly
structure those uses. Part of the need is size alone. The
necessary contrast with the immediate surroundings and the
proper balance with external forces require sufficient depth.

SYNTHESIS: MEANING INTO FORM

Only four controllable factors:

location

shape

size

design

(In the case of Forest Park, design is the only
factor that any control can be exercised in.)

PREREQUISITES TO DESIGN

Functions and Priorities

Design - the internal manipulation of circulation,
spaces and facilities in proper balance, in order to achieve

in the most efficient and aesthetic manner, goals previously established.

THREE STAGES OF DEVELOPMENT

1. Purpose - Goals
Broadly stated -- flexibly interpreted
contemplation
relaxation
solitude
to provide urban balance
2. Determination of Park Functions
based on philosophy of purpose
function should reflect people's needs
functions have to do with experiencing your-
self and others
Walking: paths designed for pleasure of walk-
ing, not merely reaching a destination; pro-
vide an assortment of experiences
Resting
Play: we delight in our bodies
Learning
Zoo
3. Final Physical Design
It is probably a mistake to provide too many
facilities which are fixed or predetermined
as to use
High priority
Sports: Less structured, more participating
games are the most desirable
Theater: if it does not damage a park's plan
or major value to the city
band concerts
group songfests
dance festivals
home-grown carnivals
good flexible facilities
Art: sculpture, student displays, painting
displays, experimental artwork
Zoo: innovation and new concepts needed; new
role in teaching city people about their
natural heritage; domestic zoo; natural
selections and ecological order.

A large park should have some features that are unique to it because it serves the entire city.

WHAT TO DO:

walking from
making quiet
dispersing
relaxing
passive self-involvement
find yourself
forget the news
make things
do
make proposals
play

WHAT TO SEE:

barely dressed people
birds and squirrels
contrast with urban surroundings
picnic on the grass
trees
bubbles and drippings
natural ponds, streams
robins
half-hidden toilets

HIGH PRIORITIES:

swimming pool
zoo
garden exhibits
amphitheater or portable stage
play areas with fixed equipment
boating (sail, paddle, oar)
ice skating
grass play fields
hiking, nature paths
picnic areas
bicycle trails (carefully designed)
specific periodic city organized activities, i.e.,
 festivals, carnivals, fairs, concerts

MEDIUM PRIORITIES:

tennis
golf
museums
restaurant
conservatory/greenhouses
clubhouses/meeting house
horse trails

RUTLEDGE - ANATOMY OF A PARK

Appropriate design is that which meets objectives considered particularly relevant to the individual park site under study.

Some basic environmental needs

Visual refreshment

Mental exercise: diversity uniqueness

Pride: provide personality, something to identify with

Make best use of land

Foremost is the provision of facilities which lend grace to the environment, provide mental stimulation, have pride inducing personality, and make best use of the land.

UMBRELLA CONSIDERATIONS

PRINCIPAL ONE: Everything Must Have A Purpose

Decisions should have convincing back-up; must be supported by sound and logical reasons -- no room for whimsical judgments.

Purpose: to establish appropriate relationships between various parts of the park complex:

natural areas

use areas

major structures

minor structures

people

other animals

Interdependence among all the parts must be recognized and accommodated if any single part is to work.

Matters of Concern:

A. Relation of Park to Surroundings

Impact of park on surroundings

Impact of surroundings on park

Do surroundings offer potential to be borrowed

B. Relation of Use Area to Site

Every corner of the site must have an assigned use
Facilities should be assigned only to portions of the site that are compatible with that use

- C. Relation of Use Area to Use Area
Compatibility
Quiet activities versus noisy activities;
locate common units together and segregate from non-compatible
Use areas may be interdependent for one reason, but incompatible for another
- D. Relation of Major Structures to Use Areas
Relation of rooms (interior) to various outdoor areas
- E. Relation of Minor Structures to Minor Structures
Inattention creates rightful public irritation

KEY WORD

Establishing ideal relationships
Every design use must be made for a logical reason

PRINCIPAL TWO: Design Must Be For People

Impersonal matters are merely means to serve people, not ends in themselves.

Design purpose: to develop an environment which fits people.

Matters of Concern:

- A. Balance of Impersonal and Personal Needs
It is not enough to meet requirements of machinery, need visual refreshment and mental exercise
Be careful with standardization and rigidity of use
Rubber stamp layouts should be avoided so that the standardized parts of the scheme will be only incidental portions of a refreshing individual whole
Activities and facilities tailored to the clientele

--Designer should go to great lengths to separate pedestrian from vehicular traffic patterns.

- Convenient gathering places. Parks are ideal vehicles for both visual and verbal interaction.
- Freedom to be unencumbered by domineering authority and chart one's own course. Provide space which is unallocated to predetermined use.
- To provide for the exercise of the senses can enrich projects with fascinating details and provide surprises.
- To engender pride; ensure distinct design. Strive for well maintained and efficiently functioning units.

Mental exercise
Security of identity
Places for interaction
Areas for free expression

KEY WORD: PEOPLE

PRINCIPAL THREE: Both Function and Aesthetics Must Be Satisfied.

Inherent mark of excellence -- Quality

Two returns on site design quality:

1. highest dollar value
2. highest human value

Matter of Concern:

Balance of Dollar and Human Values
functional (dollar sign)
aesthetics (pleasurable human responses)
solved concurrently, hand in hand

KEY WORDS:

Design solution: workability
efficiency
experience

Beauty: an emotional response in the mind of
the beholder that, to him, is pleasurable

Aesthetic quality becomes known to you through your senses.

SUMMARY

There are many ideas presented in the past few pages dealing with design. What is important is not necessarily the exact nature of the facilities provided. That is, whether or not there are tennis courts or swimming pools, flower gardens or walkways. What is primarily important is: first, that everything has a purpose and that what underlines that purpose is enjoyable use for and by people; and second, is the relationship of facility to facility and facility to park as a whole, for this can strengthen the purpose and thus intensify the pleasure of use.

CONCLUSIONS

These three aspects of parks, history, sociology and design, each play a separate but integrated role in the success or failure of any park. The planning and design of a park, whether it be a restoration effort or a new park, must respond to or take into account history, purpose and use, as well as to the assessment of natural and cultural features of the site. These three parts create the backbone to which all other considerations will and must respond.

Chapter Three

Assessment

CHAPTER THREE - PARK ASSESSMENT - NATURAL FEATURES

GEOLOGY

Ten thousand years ago, after the retreat of the last glacier, the area of and around Forest Park lay under glacial Lake Hitchcock. Being towards the center of the lake, this area received deposits of fine sediments, which formed the clays that underlie much of the park. As the lake filled in, deltas were created where streams flowed into the lake. The area of Forest Park is part of a large delta that was formed where the Chicopee River met Lake Hitchcock. The river was eventually pushed north by the delta. This resulted in tributaries and small streams carving new channels in the delta. These formed small terrace valleys such as that of Porter Lake and the terrace escarpments that characterize much of the park.

LAND FORM

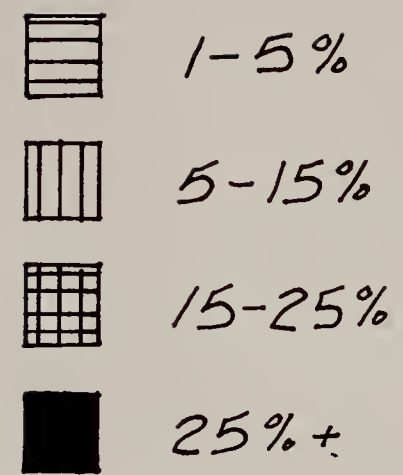
The land form of Forest Park is somewhat diverse and at times very dramatic. It has a terraced topography comprised of flat upland areas, rolling slopes and steep wooded ravines. These slopes often in excess of 40%, comprise more than 50% of the land area in the park. They radiate off the long central valley through which Pecousic Brook flows, forming finger-like projections throughout the park. This type of scenery is unique to Forest Park in comparison to other urban parks and in context to the city itself. It is also why there has never been any pressure for other types of development on the park. The land form gives the park a special character and is one of the reasons for its early success. Normally you would have to drive out into rural mountainous areas for this type of scenery. As most of these areas in the park are inaccessible to the automobile, and in some instances overgrown, they remain out of the public view except to the more venturesome amongst us. Some of these areas can be and should be once again made available for public use.

SOILS





There are four soil groups found in the park:

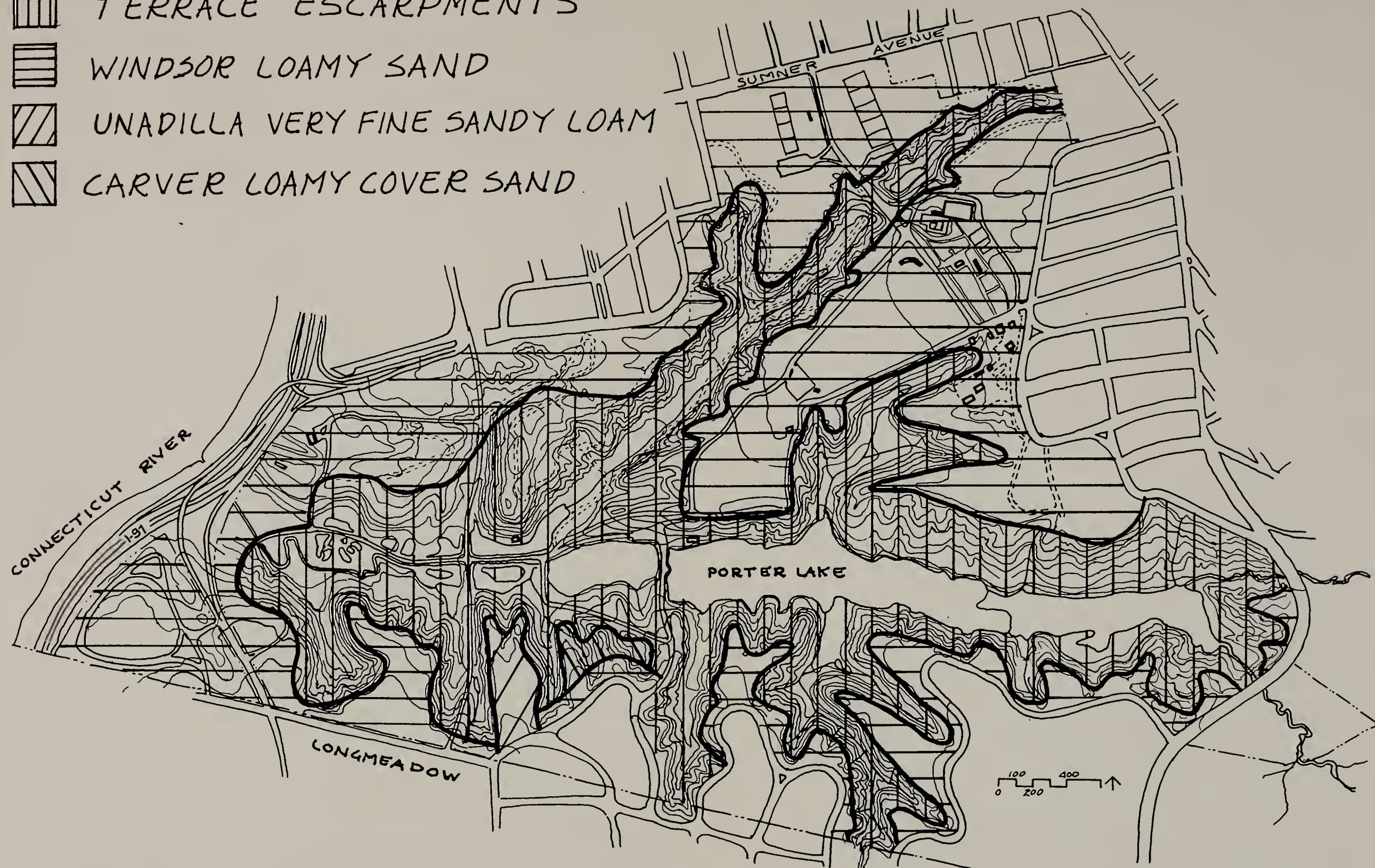
1. Windsor loamy sands, which make up the upland plateaus and ravine basins
2. Terrace escarpments - a non-distinct soil type having a variety of characteristics that occupy the slopes and steep embankments

(The above two comprise 90% of the soil in the park.)



SLOPE

-  TERRACE ESCARPMENTS
-  WINDSOR LOAMY SAND
-  UNADILLA VERY FINE SANDY LOAM
-  CARVER LOAMY COVER SAND



SOIL

3. Carver loamy coarse sands
4. Unadilla very fine loamy sands.

These soils are deep and excessively well drained, having been formed by glacial outwash and post-glacial sediment deposit. They are generally acidic, have rapid permeability and low water holding capacity. These soils have low productivity rates for forest growth because of their droughtiness.

VEGETATION

Forest Park has a variety of plant materials that is rich in diversity and character. The range is from mature native forest types to imported exotic species. According to a 1912 Park Commissioners report of the 320 species of trees and flowering shrubs, only 80 are native plants. Much of the park is rather heavily forested, having communities composed of a mix of hardwoods and softwoods. Historically, the entire area was heavily wooded. The park was only cleaned in areas where it was necessary for construction of various facilities. The exception is in the area of the park that was the Barney Estate. Here it was quite open when Barney lived there. Today there is much more trees than 80 years ago. The influx of forest growth may be due to the Works Progress Administration, which worked in the park in 1935.

The Massachusetts Map Down land use maps show four classifications for forested areas in the park:

1. Hardwood
2. Softwood
3. Mixed with hardwood predominating
4. Mixed with softwood predominating.

The predominate species to be found in these categories are White Pine and Canadian Hemlock in the softwoods and Oak, Maple and Ash in the hardwoods. Other species commonly found are Beech, Sycamore, Chestnut, Hornbeam, Cedar, Red and Pitch Pines. The list of non-indigenous species is quite extensive. It includes more common varieties such as Colorado Blue Spruce and Pin Oak, to much more rare species such as Dwarf Weeping Cherries, Japanese Cypress and Chinese and Egyptian Lotus. Many of the rare varieties of plant material were cultivated by Everett Barney and are found around the aquatic gardens he created.



VEGETATION

There are open areas in the park where most of the recreational facilities are found. Open does not mean that there is no plant material except for grass. These areas contain many specimen trees and the majority of exotic flowering shrubs.




Most of the wooded areas are greatly overgrown, as there is no forest management program in existence in the park. Many areas need selective thinning. Amounts of understory growth vary widely throughout the park. The mature wooded areas are relatively open on the ground plain. Problem areas are usually at the edge of open areas and along the tops of ravines and on valley floors. Here grubbing out undergrowth is necessary.

Vegetation has been and still is one of the greater attractions of Forest Park. It is a characteristic that people identify with.

HYDROLOGY

Water is a source of both great assets and severe problems for Forest Park. On the positive side, it takes the form of lakes, ponds and streams. These are some of the most readily identifiable features of the park. Pecousic Brook flows into the park from the east, first going through a wetland retention area, and then into Porter Lake. From Porter Lake into Fountain Lake and a series of two smaller ponds before returning to a brook. It then meanders through the remainder of the park before flowing into the Connecticut River. The edges of Pecousic Brook are natural and heavily vegetated except where controlled by man. Many small streams flow into this system from the ravines that surround it. Most result from the outfall of storm drainage systems.

Starting in the northeast corner and flowing in a southwest direction is Meadow Brook. Its headwaters are two drain outlets (this may have been, at one time, a natural stream). After running through some cheek dams, there are two ponds (the larger one called Swan Pond). It then flows under the Main Greeting Road and finally terminates into Barney Pond, which is used for ice skating in winter. As with Pecousic Brook, other small streams run into Meadow Brook, however, from the beginning of the park, its channel has been lined with stone to control its path. Unfortunately, the brook has jumped its channel at one point, causing some severe erosion problems. The entire valley floor where the brook flows acts as a water channel during wet seasons. A large amount of work must be done to improve this area. There is a small wetland area just prior to Barney Pond. The pond itself has been

-  OPEN WATER
-  WETLAND-SEASONAL HIGH WATER
-  UNIQUE POND



HYDROLOGY

severely filled in, being at the most one foot deep. A series of aquatic gardens exist in the southwest part of the park. They apparently are not directly connected to the Pecousic Brook system.

On the negative side, water in the form of runoff and from storm drainage systems create many problems. The steep slopes and highly permeable soil make for rapid movement of water downhill whether it is on or below the surface. This has caused severe erosion problems and in some places substantial washouts. Although most of the slopes are heavily wooded, which helps to intercept rain, there is a lack of understory and ground cover growth to prevent or at least help control heavy runoff from the upland areas where much of the intense use is to be found. Aggravating the situation is storm drainage systems from surrounding neighborhoods that flow into the park. Many of these seem to have been poorly designed and built, creating more erosion problems. In some cases, as much as ten feet of soil or more has been washed away. The result of these runoff and storm drainage problems is greatly increased siltation and pollution of the above mentioned streams and lakes. Eutrophication has resulted in the filling in of over one third of Porter Lake (on its east end) and along much of its shoreline. The water quality in the park is very poor. Swimming is not recommended.

There are plans in the making to restore all the natural water systems in the park. This will include rebuilding most of the storm drainage outlets, to control erosion and siltation. Porter Lake and other water bodies will be dredged. This is a very costly venture, over one million, that will take some time to complete. Most of the money for the project is coming from the state's Department of Environmental Quality Engineering. Work has already begun on this project.

CULTURAL FEATURES

EXISTING CIRCULATION SYSTEM

The present pattern of roads running through Forest Park dates back to the early days of development. As can be seen by the old map in chapter one, there was quite an extensive network of roads. Originally these roads were constructed for pedestrians and the horse and carriage. They were all 20 feet wide and paved with gravel or cinders. (Many of the roads being used today were paved a few years after construction.) By comparing the old map with the present one, you can see that the system has not changed very much. Most of the roads that remained unpaved were never heavily used by automobiles, especially in the past decade. They are blocked off to auto access though many are still in passable condition. In an effort to control automobile impact, only the most essential roads are open to cars, but they still have a relatively free reign of the park. More must be done.

VEHICULAR CIRCULATION

The automobile has a profound effect on Forest Park, whether moving or parked. They have a negative impact on the use, character, visual and audible quality and ambiance of the park. Large volumes of traffic, sometimes moving at excessive speeds, create many potential conflicts and dangerous situations for park users. There are three different types of vehicular use of the park: 1) traffic generated by people coming to the park to use its recreational facilities; 2) traffic generated by people using the park as a shortcut to some other destination in the city (although it is a small amount, the cars move fast); and 3) traffic generated by people using the park as a place to "cruise". This accounts for a large amount of traffic in the park (possibly 50%) and the less heavy the amount, the faster they may drive. On weekends in the summer, traffic can be so heavy it is bumper to bumper throughout the park, with it taking one to two hours to drive through.

Only the first use is truly a legitimate source of traffic in the park. However, the existing network of roads encourages the other two uses and driving at excessive speeds. (The speed limit in the park is 15 mph.)

CIRCULATION NETWORK

There are five entry/exit points in the park. There are two major entrances. The main entry is on the north from

Sumner Avenue (on Main Greeting Road). The other is from the Route 5, I-91 interchange in the west (on Pecousic Brook Drive). One minor entrance from Springfield is along Trafton Road and is only open between October and April. The other two minor entries are from the south along the Longmeadow border. The first is from Park Drive (on Porter Lake Dam Road). The other from Forest Glen Road (on Madawisha Road). This runs north-south and is one way into the park. It exits on Longhill Street (no entry here) and is the primary run used as a short cut.

The form of circulation in the upper and lower parts of the park are different. In the upper park there is a 1.3 mile loop that is one way (except for Main Greeting Road). You enter from Sumner Avenue driving on Main Greeting Road (two-way) for 1550 feet. You must then take a right onto North Greeting Road (one-way). It is 2850 feet long with parallel parking along the first 1600 feet. At the end of North Greeting you have three choices. Turning right onto Pecousic Brook Drive or going straight onto Porter Lake Dam Road (both take you into the lower park). Turning left keeps you in the upper area on South Greeting Road (one-way). It is 3000 feet in length with parallel parking on both sides for the last 1500 feet. At the end of South Greeting there are two choices. Going straight to the Trafton Road entry (which may be closed), or turning left onto East Greeting Road (one-way) which is 900 feet with parallel parking on both sides. At the end of East Greeting you can go straight and exit on Main Greeting Road or turn left onto North Greeting and go around one more time or proceed to the lower park. There is also a minor road in the upper area, going off Main Greeting and looping behind Cyr Arena and the area known as the Greeting and coming out near the Trafton Road entry. This road is also one way and is 1550 feet in length.

This system encourages people to "cruise" as the roads are very wide and very straight in part of these runs. These roads also completely ring all the facilities in the upper area, separating major areas and making it virtually impossible to get away from the automobile.

The circulation in the lower part of the park is in the form of a spine with offshoots. The main road is Pecousic Brook Drive running east-west for 4000 feet. It runs from the west entrance and connects to the upper park via South Greeting Road. It is two-way with no parking. Porter Lake Dam Road runs north-south connecting to the junction of Pecousic Brook Drive and North and South Greeting Roads. It also connects to Pecousic via Fountain Lake Road, a short spur on the north edge of Fountain Lake. (Porter Lake Dam Road is two way and 1300 feet long; Fountain Lake Road is 800 feet long and also

two way). Madawisha Road, as already mentioned, bisects the park running north-south (3400 feet). It is one way (north-erly) from Forest Glen to Pecousic Brook Drive. It is then two way the remainder of its run. Barney Hill Road starts from Pecousic near Barney Amphitheater running first north, then east for 1900 feet, connecting onto the upper part of Madawisha Road. The roads here are narrower than in the upper area mostly due to topography and the water bodies.

PARKING

In the upper area, most people park in designated areas along the Greeting Roads or in a new lot at the west end of the playing fields. There are two parking areas at the tennis courts, but they are too far removed from other activities to be used for such. There is some limited parking near Cyr Arena and a small lot near the basketball courts.

In the lower part of the park, parking is a problem. There is only one small lot near the Ecos Center/Porter Lake. It is not convenient to other areas in the lower park. People also park on the west side of Fountain Lake where one of the roads has been blocked off to vehicular use. The only other place for cars to park is along the roads, which is not allowed. People do so anyway and in some places, especially along Pecousic Brook Drive, this is detrimental to traffic flow.

PEDESTRIAN CIRCULATION

Pedestrian circulation can be described as this: virtually non-existent. There is not one walkway penetrating into the park from any of the entrances. Last year a walk was constructed along the first half of North Greeting Road. It will be finished this year. There are two walks along both sides of South Greeting Road. One ends by the kiddieland zoo. The other continues through Memorial Grove where it ends by emptying out into the street. There is a network of walks in the Greeting Area. These were for circulation around the old zoo exhibits. They have no useful purpose today except to create a series of rather useless spaces. The lower park has no walkways at all, and no connections to the upper park except the roads.

Pedestrians in Forest Park have basically two options, walk in the road or, where possible, along the edge of the road. Walking in the road can be very dangerous, especially given the nature of traffic. Joggers, children, mothers with carriages, elderly, are all in a hazardous position.

Where people walk off the side of the road, they cause compaction and erosion of the soil, much of which washes into the streams and ponds.

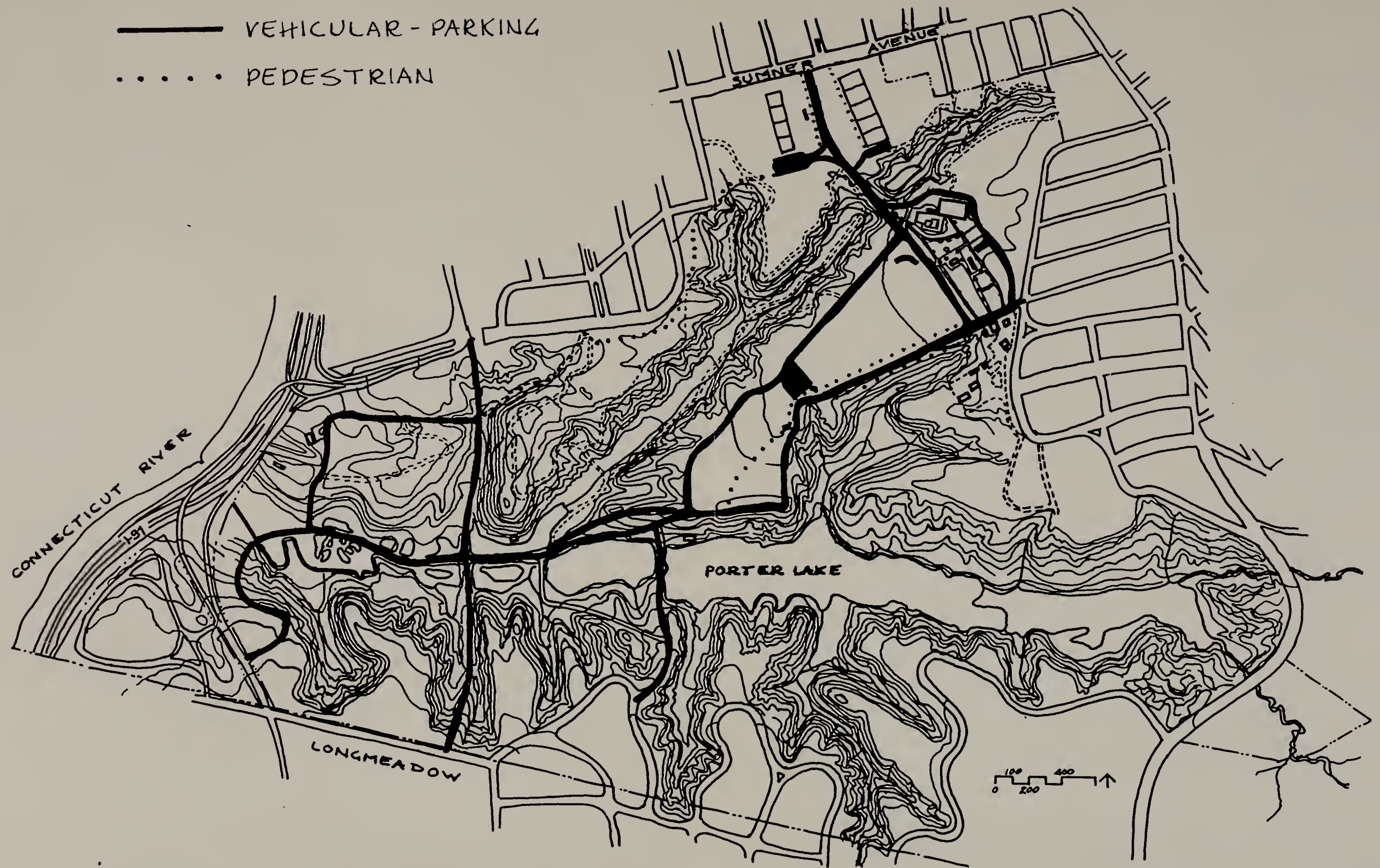
The issue of circulation, both vehicular and pedestrian is one of the larger problems of the park and should be a priority item in terms of finding an immediate and realistic solution.

- VEHICULAR
- PARKING
- PEDESTRIAN
- ← DIRECTION OF FLOW



CIRCULATION FOREST PARK RESTORATION

—— VEHICULAR - PARKING
..... PEDESTRIAN



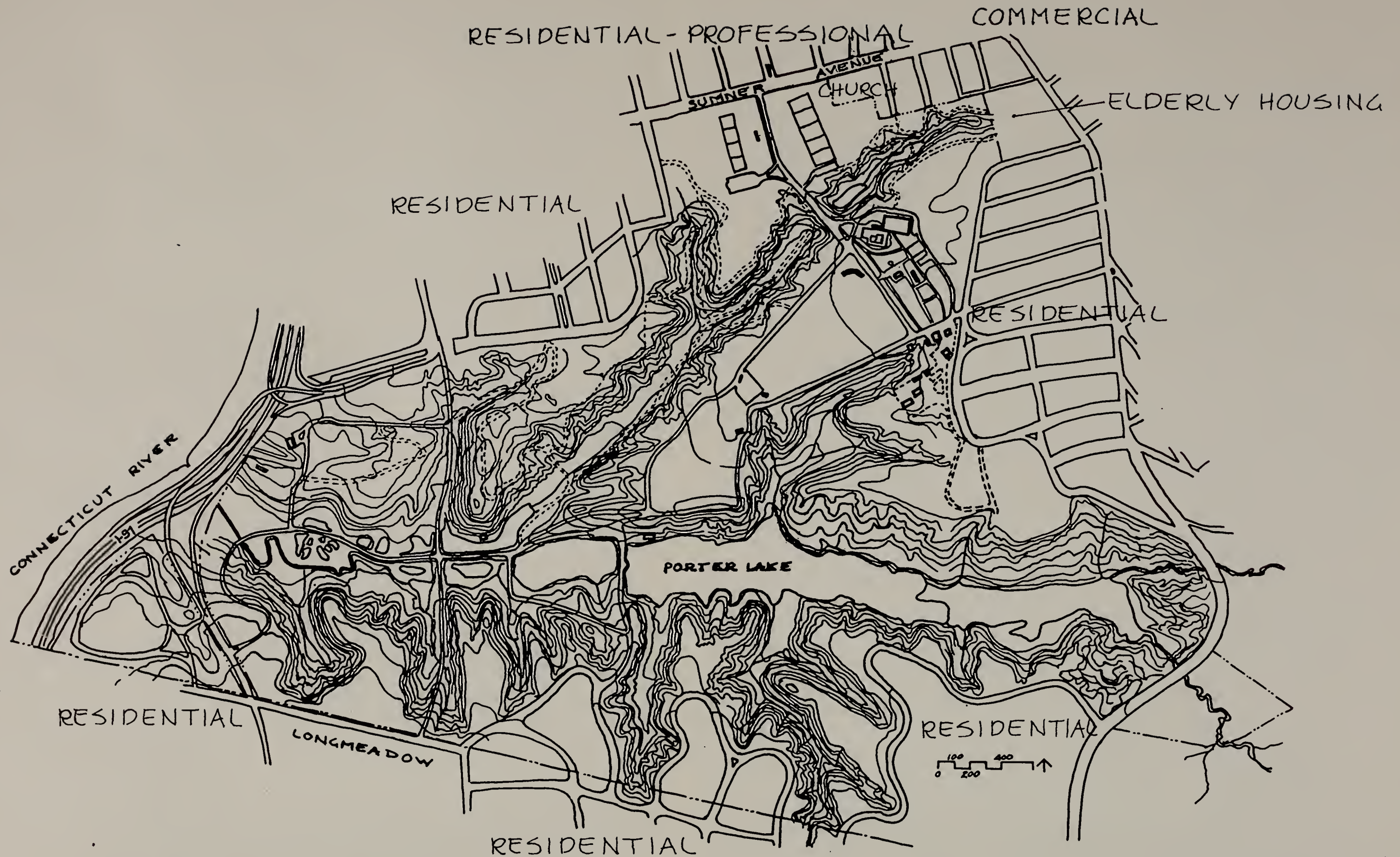
CIRCULATION

EDGES

The edges of the park are somewhat remote from the interior of the park, being often separated by ravines and steep slopes. The exception to this is along the western edge, which is bounded by Interstate 91, cutting the park off from the Connecticut River. The Longhill Street interchange is along the northwest and the Route 5 interchange on the southwest. Though the edges act as a buffer between the park and surrounding land use, this is not necessarily advantageous to park or neighbor, as they often act as barriers to local residents gaining access into the park on foot. With the exception of the northeast corner, the park is separated from surrounding use by roads (that is to say that only the northeast corner has houses directly bordering park land). The edges are not used for any activities except along Washington Boulevard where there are community garden plots and some children's play structures. The edges tend to be heavily wooded, being somewhat overgrown, poorly maintained and unpoliced. Many of these areas have become dumping grounds for surrounding neighborhoods, receiving all sorts of organic and inorganic debris. The problem is especially acute in the northeast corner and along areas of Trafton Road. What compounds this is that much of the debris, especially grass clippings, leaves, branches, etc., is dumped along the edge of ravines. It eventually washes down slope and into one of the streams further aggravating pollution and siltation problems. The edges have become in a sense no-man's lands since they serve neither park user or park neighbor. Perhaps this is why they suffer the abuse that is occurring today.

SURROUNDING LAND USE

The land use immediately bordering the park is mostly residential with the exception of Trinity Church along the north edge. The "X", a major commercial district of the city, is just adjacent to the northeast corner. The north side of Sumner Avenue is a mixed use strip. It contains single family residential, small apartment blocks, professional offices (doctors especially), religious uses and a school. The residential areas are all privately owned except for an elderly housing project on the northeast corner, owned and operated by the Springfield Housing Authority. The neighborhoods along the park in Springfield contain mostly Victorian style houses on very small lots. The Washington Boulevard area (an Historic District known as Forest Park Heights) contains both single-family and multi-family dwellings. The area between Trafton Road and Dickinson Street is primarily single family homes. The neighborhood along the south border is primarily in Longmeadow. Here we find large single family homes on



SURROUNDING LAND USE

one-quarter and one-half acre lots. It is a substantially higher income area than the others mentioned. All these areas are primarily inhabited by middle and upper income white families. The interaction between the neighborhoods and the park has been noted in the previous section.

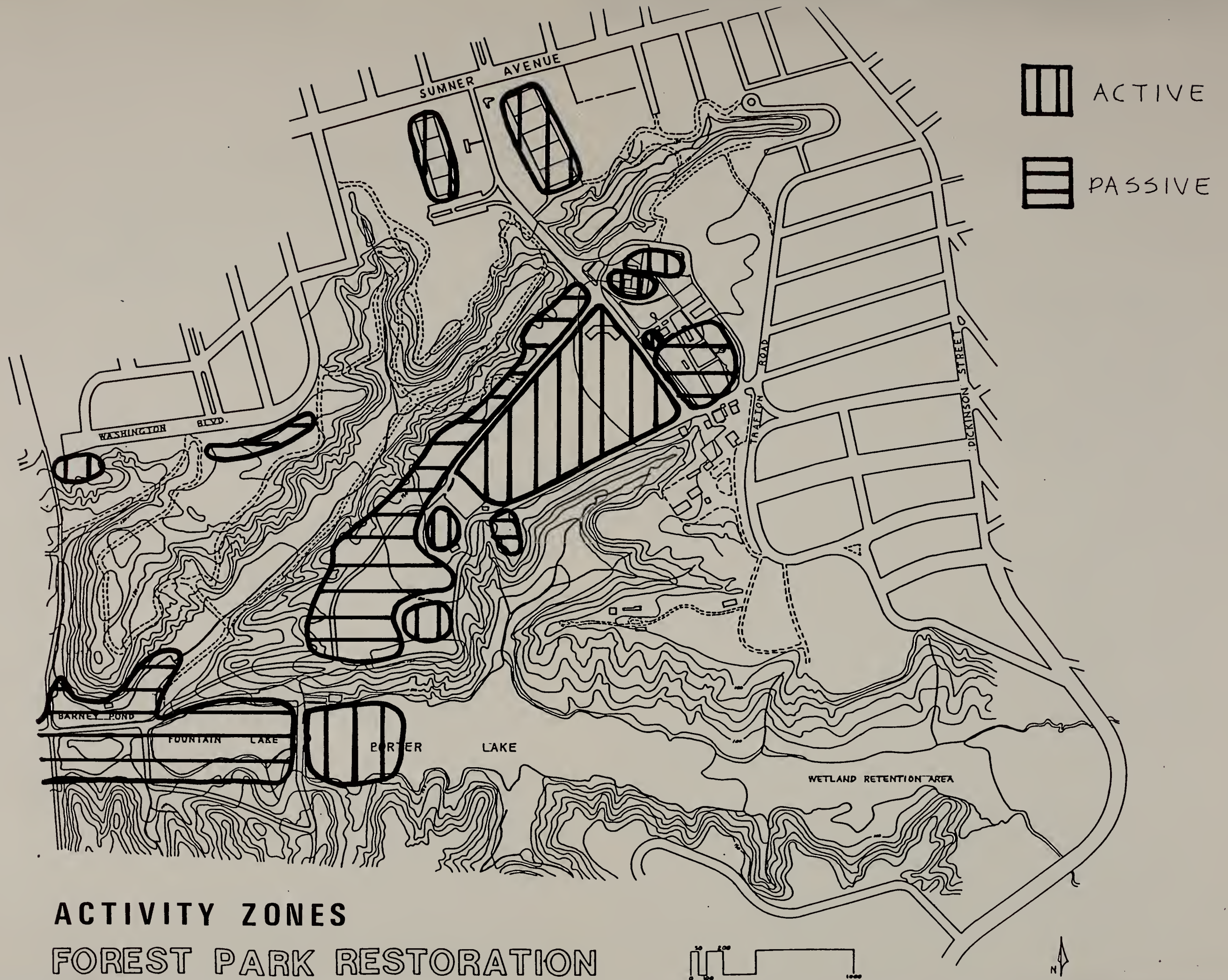
LAND USE - ACTIVITY ZONES

Forest Park has both active and passive recreation facilities. Virtually all of the active recreation facilities are in the upper area of the park, while the lower park is passive in nature. This separation is due in part to the lay of the land. There are no extensive flat areas in the lower area that are required for facilities such as ball-fields or tennis courts. Also, much of the lower area was part of Everett Barney's estate and contains the horticultural features that he included in his grounds.

The important issue to look at is the relationship between active and passive activities and facilities. It is suggested by Rutledge, in Anatomy of A Park that loud, noise-producing activities and areas and peaceful, quiet activities and areas should be separated and perhaps buffered from one another. This is not the case in Forest Park. Active and passive activities and facilities are indiscriminately strewn about, intermixed with each other with no regard for their relationship to each other and to linkages with other areas of the park.

The area known as the Greeting (along East Greeting Road) is a good case in point. The area once housed a large portion of the old zoo, but now all the structures have been removed. This leaves a large open area that has no functional or visual purpose. Intermixed with this are the basketball courts, shuffleboard courts, swimming pools, Cyr Arena and the Greenhouse. What do a greenhouse and basketball court have in common that they should be sharing the same area? Also in this area are the dinosaur footprints and Kennedy Memorial. A real incongruous combination of elements that suggests that no clear cut policy has been put forth to determine use in that area. The same can be said for the area west of the playfields. Here we have a very defined, formal rose garden next to a large, somewhat disorganized picnic area which lacks definition and a children's play area which looks as if the equipment was dropped from a helicopter and left where it landed.

Many areas of the park are unutilized, having no facilities within their bounds. These tend to be areas that are heavily wooded, but at one time may have had picnic facilities



or other such passive uses. A large area of the old zoo, the basin that is off South Greeting Road, just sits there, unused and unmaintained. Though it has some severe limitations because of slopes up to 60%, it is a highly visible area. These areas should not be left in limbo. Whether they are to be left as is and unmaintained, opened to limited uses or fully developed, policy must be stated up front.

For better or worse, some of the facilities will remain as is. The cost of relocating ballfields or tennis courts, providing better places could be found for them, would be astronomical and would not be justified. However, some of the facilities could be moved if need be, and certainly any new facilities proposed should be sited very carefully, guided by an overall plan.

If Forest Park is to function in a manner beneficial to both user and nature, there must be clear relationships and linkages established to guide and control use.

KING PHILLIPS STOCKADE

King Phillips Stockade is the extreme southwest corner of Forest Park. It is an area of land that has always been separated from the remainder of the park by a major roadway. Originally the road was part of Longhill Street; now it is the Route 5, I-91 interchange. This is an insurmountable physical barrier to access to this area. The Stockade is also visually separated from any area of the park because of the large increase in elevation.

King Phillips Stockade is a beautiful area, perhaps the most beautiful of the park. It has a magnificent view of the Connecticut River and beautiful topography and vegetation. The road system is currently blocked off to vehicular access and there is no parking area on its periphery. It probably receives very limited use and is in essence a no-man's land. It has no facilities except for picnic tables.

King Phillips Stockade poses some unique problems, but also some interesting possibilities. I personally feel that even though it is officially part of Forest Park, it should be dealt with as though it were a separate body of land. It is an area that is unique and warrants careful study and consideration in determining policy governing its use. This will not be a consideration in this project.

THE NEW CHILDRENS ZOO SITE PLAN

A new site plan for the Children's Zoo has been submitted by the firm hired by the Zoological Society. It is to be located in the area to the west of the playfields and the design not only includes the zoo, but also the rose gardens, the children's play area and Memorial Picnic Grove. (The cost of the zoo will be taken care of by funds raised by the Zoological Society, the other construction will be funded by the Parks Department.) Although I support the idea of a new zoo and the overall concept for its planning and design, I feel that the site plan is very poor and not well thought out and that this is not the appropriate area for the new zoo. To pick upon the latter point first. The zoo is a single purpose use that requires a large area and its appeal is to a limited segment of society. To put it in such a prime, visible area of the park is a waste of space that could be put to more widespread use. There are at least two other sites in the park better suited to house the zoo. As for the site plan itself, it is a prime example of the incongruous mix of activities that have nothing in common with each other. The plan shows five uses in the area: Rose Garden, Lawn Bowling, Children's Playground, Zoo and Picnic Area. The proposed is to have a very formal rose garden with trellised walkways as an entryway to the zoo which is in effect nothing more than a farmyard. Of what possible interest can a formal rose garden be to children? The picnic area is then placed in the space behind the zoo. (I hope that there is no strong animal or manure odors for the sake of people eating.) The children's playground seems to have been tucked into an odd shaped area of left-over land because there was no place else to put it. The walk that snakes through the area is hardly an improvement over the existing one as it too ends by reaching out into the street.

Unfortunately, this site plan has been approved by the Park Commissioners and is moving into drawings and bid documents.



EXISTING FACILITIES

Tennis Courts: 8 clay courts 15 hard surface

The clay courts are not highly used and are not always properly maintained. The hard surface courts are highly used and lighted on summer evenings until 11:00

Cyr Arena: indoor ice rink 30,000 sq. ft.

Swimming Pools: 60 x 80

30 x 60

30 x 40 children's wading pool

open summer months moderate-heavy use

Basketball Courts: 3 full size courts

asphalt surface moderate use

Playfields: 17 acres 6-7 diamonds grandstand

baseball and softball - area laid out for soccer and football in fall - very intense use during summer on weeknights and weekends. (Little League field by west entrance)

Shuffleboard Courts: 6 courts used almost exclusively by elderly

Lawn Bowling: 2 greens 14,400 sq. ft. each

used primarily by a private club which sponsors tournaments and other events

Children's Play Area: near Memorial Grove:

combination of timber form and older style steel equipment (by current standards, a poorly designed and equipped area)

near Madawaska Road - Longhill Street exit:

all timberform equipment, relatively new; very poor location.

Paddleboats: on Porter Lake (west end) during late spring, summer, early fall. One-half hour rental.

Ice Skating: during winter, west end of Porter Lake and on Barney Pond.

Picnic Areas: in the upper park along North Greeting Road and in Memorial Grove: tables and grilles; much of the equipment is in need of repair.

in lower area along Pecousic Brook and Pine

Grove Picnic Area: tables and grilles.

Permits/reservations required on weekends/holidays.

Barney Amphitheater: terraced grass, portable stage used. Used during summer months, good lineup of concerts and children's events.

Hiking Trails: primarily located around Porter Lake. The condition of the trails varies. Some areas need rebuilding, especially raised walkways over wetland areas. Other areas need routine maintenance.

EXISTING FEATURES

Kiddie Land Zoo: (one acre site) A conglomeration of buildings and animal pens that do not function well aesthetically. Contains mostly domesticated farm animals. Open summer months. Run by the Forest Park Zoological Society, a private organization. They have raised funds for design and construction of a new zoo, to begin in the fall, on a new site within the park. The present site will be abandoned and the buildings demolished.

Rose Garden: (three acres) Features a trellis planted with roses and planting beds laid out in a series of concentric circles, planted mostly with annuals. The design dates back at least to the 1930's. There is a minimal use of roses due to their high maintenance requirements and costs. This is a very formal design which is antiquated and makes poor use of the space allotted to it.

Dinosaur Footprints: Series of footprints inbedded in sandstone. These were originally found in Holyoke and brought to the park in 1932.

Kennedy Memorial: A gas fueled flame honoring the late President John F. Kennedy.

Barney Mausoleum: Contains the tombs of Everett H. Barney and his family.

Community Garden Plots: Along Washington Boulevard.

EXISTING BUILDINGS

Pavilion: At Sumner Avenue entrance. An open structure built in 1890 as a shelter for people awaiting arrival of electric trolley. It has recently undergone extensive restoration.

Tennis House: Located on east side of tennis courts, along Main Greeting Road. Built in 1929. It contains public restrooms, shower/locker room facilities, office and storage space. Currently used for storage and for tennis office (check court reservations and control lights).

Snackbar: At west end of playfields. Run by Zoological Society. Open during warmer months.

Building at Shuffleboard Courts: Used for storage of shuffleboard equipment. Also has a large room used as an activity hall for elderly.

Greenhouse: Open to public. Contains a collection of exotic plant species (on display) and is used to grow annuals that are used throughout the city's parks.

Building at Lawn Bowling Greens: Used for storage and contains public restrooms.

Ecos Center: Northwest corner of Porter Lake. Used as a skate house in winter. Meeting house during summer. Also has storage space.

Trailside Museum: on north side of Barney Pond built in 1907. Has also been used for art classes.
Current use - ?

Barney Carriage House: Only building remaining from the Barney Estate. The upstairs contains a museum commemorating Everett Barney (open in summer). First floor and basement used by Parks Department.

Police/First Aid Station: Former zoo building.

Administration Building: Built in 1923. Contains offices of all the administrative personnel of Parks and Recreation Department.

Maintenance Buildings: Workshops and storage facilities for the Parks Department. Conglomeration of old zoo buildings (such as monkey and elephant houses), sheds and new structures.

* See accompanying maps for locations

USER PREFERENCES

This brief summary of user preferences is based on two sources. First is my own observations in Forest Park based not only on recent site visits, but also on a lifetime of using the park. Second is from a user survey done in 1979 by Geoffrey Hayward, William Weitzer and Muriel Moore of the Environmental Institute, University of Massachusetts at Amherst. The report is titled, The Public's Image and Use of Forest Park.

The majority of users of Forest Park (i.e., people who use the park for most of the outdoor recreation) share a preference for passive and unorganized activities. Relaxation, unorganized sports and nature observation are broad categories in which more specific activities can be categorized that reflect what the park users prefer. This has an interesting implication, that people are not that interested in tennis courts or ballfields or activities that require a lot of equipment. Even though physical activity (both passive and active) is a strong motivation for outdoor activity and recreation, enjoying nature, social interaction and escape are almost equally as strong. Part of Forest Park's allure is its accessibility and convenience. But its wonderful natural features, the woods and the lakes and ponds are also high on the list. Forest Park has all the basic ingredients it needs. It is more a matter of maintenance, security and overall image that will keep people coming back and perhaps draw in more users to the park.

Chapter Four

Master Plan

CHAPTER FOUR

MASTER PLAN

As we have seen in chapter one, Forest Park grew sporadically and haphazardly during its first 50 years. Evidence points to there never having been a master plan of any kind developed to guide development and growth in the park. Although many of the early man-made features respected much of the existing natural scenery, beauty and character and sought to utilize them in an enjoyable way, many facilities, especially those for programmed uses, seem to have been tacked on without too much regard as to their relationship to what the surrounding activities were or to the park as a whole. The various studies of the park, starting with the first in 1940 and including the most recent in 1980, dealt with many of the physical problems plaguing the park. This of course is essential, but they did so without any apparent concern for basic concepts and relationships and linkages between different areas and activities.

The following plan is conceptual in nature. It is not concerned with the nuts and bolts aspects of design, but rather the larger framework that holds the park together as a cohesive composition. The Parks Department is well aware of the specific problems that plague Forest Park, such as deteriorating infrastructure erosion, water siltation and pollution, etc. What they lack is an overall plan to guide use and development and set policy. This plan attempts to satisfy that need.

In the original proposal for this project, it was stated that this project would deal specifically with a limited but defined area within Forest Park and with the entire park in general on a limited basis. The purpose behind this was to limit the scope of the project due to the time constraints involved. This is still the case. This master plan deals specifically with the eastern half of the park although certain aspects of the plan take into account the entire park.

MASTER PLAN GOALS AND OBJECTIVES

The goal is to develop a conceptual master plan that will insure the future success of Forest Park by responding to the needs of both the public (present, potential and future users of the park) and the city and yet remain sensitive to existing facilities and activities, to the natural features and the history that are important to the park's success.

OBJECTIVES

1. Reduce and control the impact of the automobile on the park.
2. Develop a complete and separate pedestrian circulation system.
3. Separate (when appropriate) or refine the relationship between passive and active recreational activities and facilities.
4. Develop enjoyable and appropriate use of existing natural features, especially topography and water.
5. Provide greater opportunities for passive, unprogrammed and impromptu activities.

BASIC PLAN ELEMENTS

There are nine basic elements of this plan. Vehicular and pedestrian circulation flow throughout the entire park. The remaining seven elements are defined roughly by activities and geographic area. In most cases there are not any sharp, delineated boundaries, nor should there necessarily be any. The park should visually and physically flow from one area to another.

The basic elements are:

1. Main Entry Area/Tennis Courts
2. Vehicular Circulation/Parking
3. Pedestrian Circulation
4. Edges/Community Open Space
5. Forest Zone One
6. Forest Zone Two
7. Active Recreation Zone
 - a) Cyr Arena; b) Swimming Pools; c) Basketball Courts; d) Shuffleboard Courts; e) Lawn Bowling Greens; f) Open Lawn Area; g) Playfields; h) Children's Playground
8. Passive Recreation Zone
 - a) Gardens; b) Picnic Area; c) Snackbar/Plaza; d) Children's Zoo
9. Maintenance Facilities



- 1 MAIN ENTRY-
TENNIS COURTS
- 4 EDGES-
COMM. OPEN SPACE
- 5 FOREST ZONE ONE
- 6 FOREST ZONE TWO-
PORTER LAKE
- 7 ACTIVE REC. ZONE
- 8 PASSIVE REC. ZONE
- 9 MAINTENANCE FAC.

LAND USE ZONES
FOREST PARK RESTORATION



MASTER PLAN PROPOSALS

1. MAIN ENTRY AREA/TENNIS COURTS

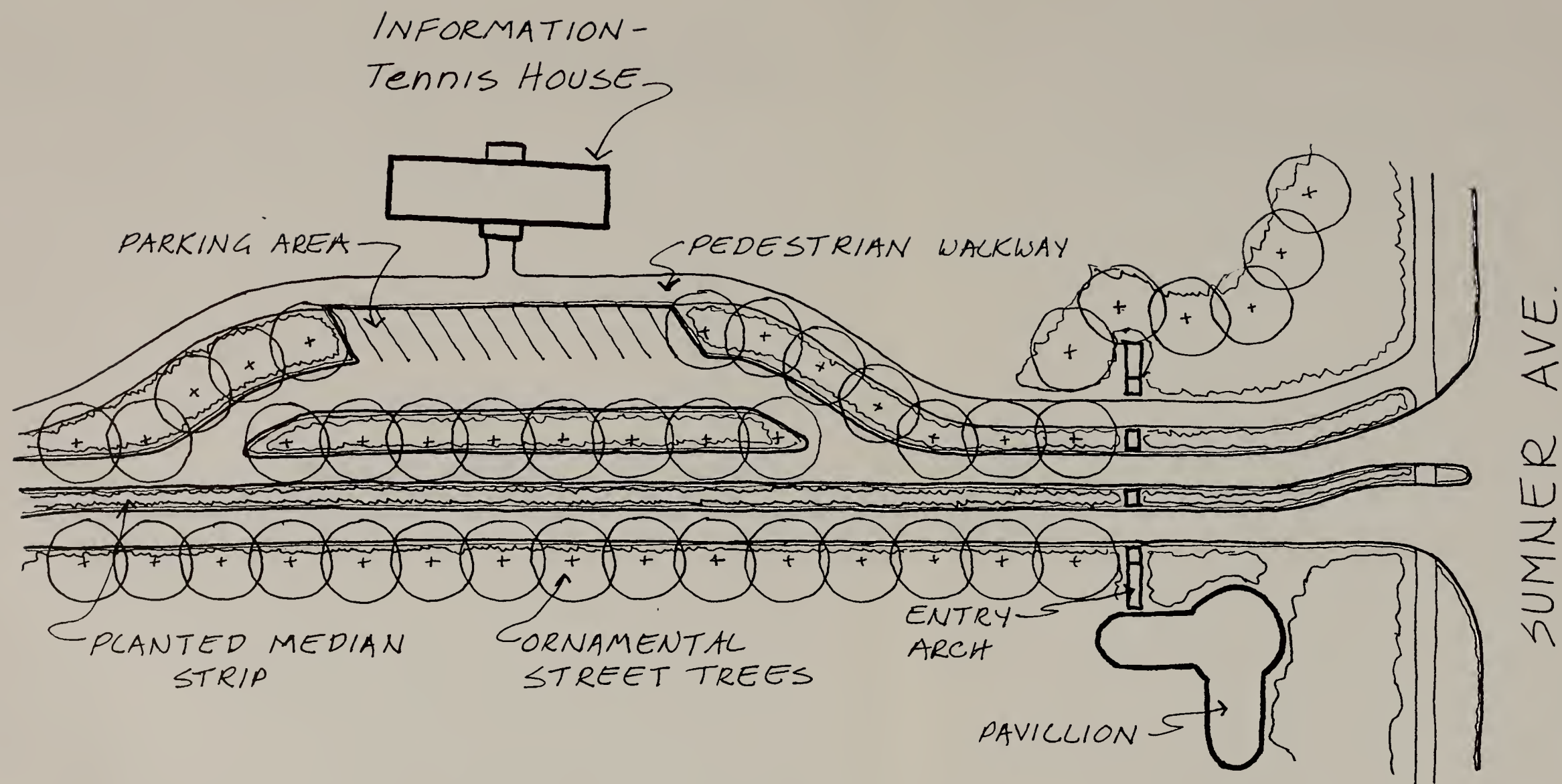
This involves the area of the park fronting on Sumner Avenue and running into the park along the Main Greeting Road. This also includes the tennis courts and the tennis house. The face that Forest Park puts forth to the public is rather unspectacular and mundane. The tennis courts on either side of the entry road are the most visible and prominent aspect of this area of the park. The Main Greeting Road is schizophrenic in nature, as in the first half it is narrow and very dark and closed in, and in the remainder of its run it is very wide and open.

What is needed is bold entry area greeting people and pulling them into the park and letting them know they are in for a special treat. Since much time and effort went into restoring the pavilion at the entry it should be used as a focal point, acting as a gatehouse. A gateway and/or arch could be tied in with the pavilion. The use of ornamental and street trees with other ornamental plantings (perhaps even some creative earthwork-like mounds) would be used along Sumner Avenue. These could also buffer the tennis courts. Main Greeting Road would be two wide lanes separated by a median strip. The median strip and the sides of the road would also be planted with ornamental and street trees. A wide pedestrian walkway would follow the road into the park. The tennis house could become a visitor greeting-information center. Parking could be pulled off to the front or side of the building. (Currently you must go to the Police/First Aid Station for information or to get permits; this would be much more convenient for the bulk of park users.) Attention should be called to the views of the Swan Pond area to the east and to Meadow Brook to the west.

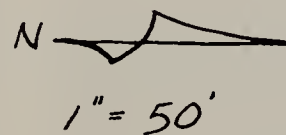
2. VEHICULAR CIRCULATION/PARKING

This plan centers upon the belief that the only legitimate vehicular traffic in the park is generated by people coming to use the park for recreation. Traffic using the park as a short cut or as a place to cruise are not legitimate uses and do not under any circumstances warrant consideration. The automobile is only a means of getting people to the park. Once they are there, the goal is to get them parked in a convenient place to the areas which they desire to use and get them out of the car. The following proposals will eliminate the use of the park as a short cut and should curtail the image of the park as a cruising ground.

The proposed changes are: elimination of South and East Greeting Roads to all but emergency and service vehicles.



MAIN ENTRY



Both roads would be substantially narrowed to become pedestrian boulevards. North Greeting Road would become two way along its entire length with no on-street parking. The road servicing Cyr Arena would be widened and made two way with a T-intersection onto the Main Greeting Road. This road will service two parking areas which will be explained shortly. The Trafton Road entry would be maintained. Policy governing its use would have to be determined after the effects of the new traffic patterns are digested. Circulation between the upper and lower parts of the park will be maintained. However, this will be along the upper road only. The parking area at the Ecos Center will be maintained, but the stretch of road leading to it from the lower park, along Fountain Lake, will be eliminated, becoming a pedestrian way and opening up the edge of Fountain Lake to people. Access to that lot will be from Porter Lake Dam Road only. The Route 5 entry and Pecousic Brook Drive will remain as is. Madawiska Road from Forest Glen Road to Pecousic Drive will be permanently closed. The roadway will be narrowed and open to pedestrian and bicycle traffic only. This eliminates the short cut through the park.

PARKING

The goal is to provide adequate parking facilities for the various areas and activities in the park. There will be no on-street parking. All parking will be in visible, defined parking lots. In the upper area there will be five lots. Two (Lots 1 and 2) are those that already exist at the tennis courts. These will be upgraded if necessary. The parking lot at the west end of the playing fields (Lot 3) will be expanded to double its capacity, to help absorb the loss of on-street parking. (It will be expanded into the area of the Lawn Bowling greens which will be relocated.) Two new parkings areas will be built. They will also absorb the loss of on-street parking and respond to any future increased demands. One will be a substantial expansion of the small lot near the greenhouse, which will engulf the present basketball courts (to be moved) (Lot 4). The other area will be where the maintenance facilities are located (Lot 5). The basic premise is that these three lots will each serve immediately surrounding activities and the area as a whole. When, for instance, all the ballfields are in use, people will be only a short walking distance away from any of these lots.

A system of signs along the roadways will direct people to the lot most appropriate for them to park in. A graphic type of system could be used. Getting used to the idea of having specific destination points within the park will take some getting used to, but should work well with time.

PARKING SPACE DISTRIBUTION

Upper Area	
Tennis Courts (Lots 1 and 2)	88 spaces
Lot 3 (Playing Fields)	250
Lot 4 (Basketball Courts)	150
Lot 5 (Maintenance Area)	<u>150</u>
Total	638 spaces

If, in the future there is a need or demand for more parking spaces, the lot at the clay tennis courts could easily be expanded to meet the need.

In the lower park, parking needs are not so easily remedied. There is no room for lots readily adjacent to facilities. The lot at the Eco Center (36 spaces) needs to be defined and made more efficient. There is room for parking on the west side of Fountain Lake, although this is not a particularly desirable place for cars. Limited parking could be provided on the east of Barney Pond along part of Pecousic Brook Drive. The most logical place for a sizable parking lot is north of the amphitheater where there is a fairly flat open area. There is room for at least 200 cars. If a lot were to be developed here, it would be prudent to use a pourous surface material such as stone dust, to reduce the potential for heavy runoff and possible erosion in the slopes leading to this area.

3. PEDESTRIAN CIRCULATION

At the present time, a pedestrian circulation system is non-existent in Forest Park. The few existing walkways are hardly worth mentioning. To move around the park, the pedestrian must share the same pathway as the automobile, a dangerous and totally unacceptable situation.

What is proposed is to develop a separate pedestrian circulation system linking the entire interior of the park and with links to surrounding neighborhoods. People will be able to walk to and from any areas in the park without having to walk in the roads.

This system recognizes four different types of pedestrian movement:

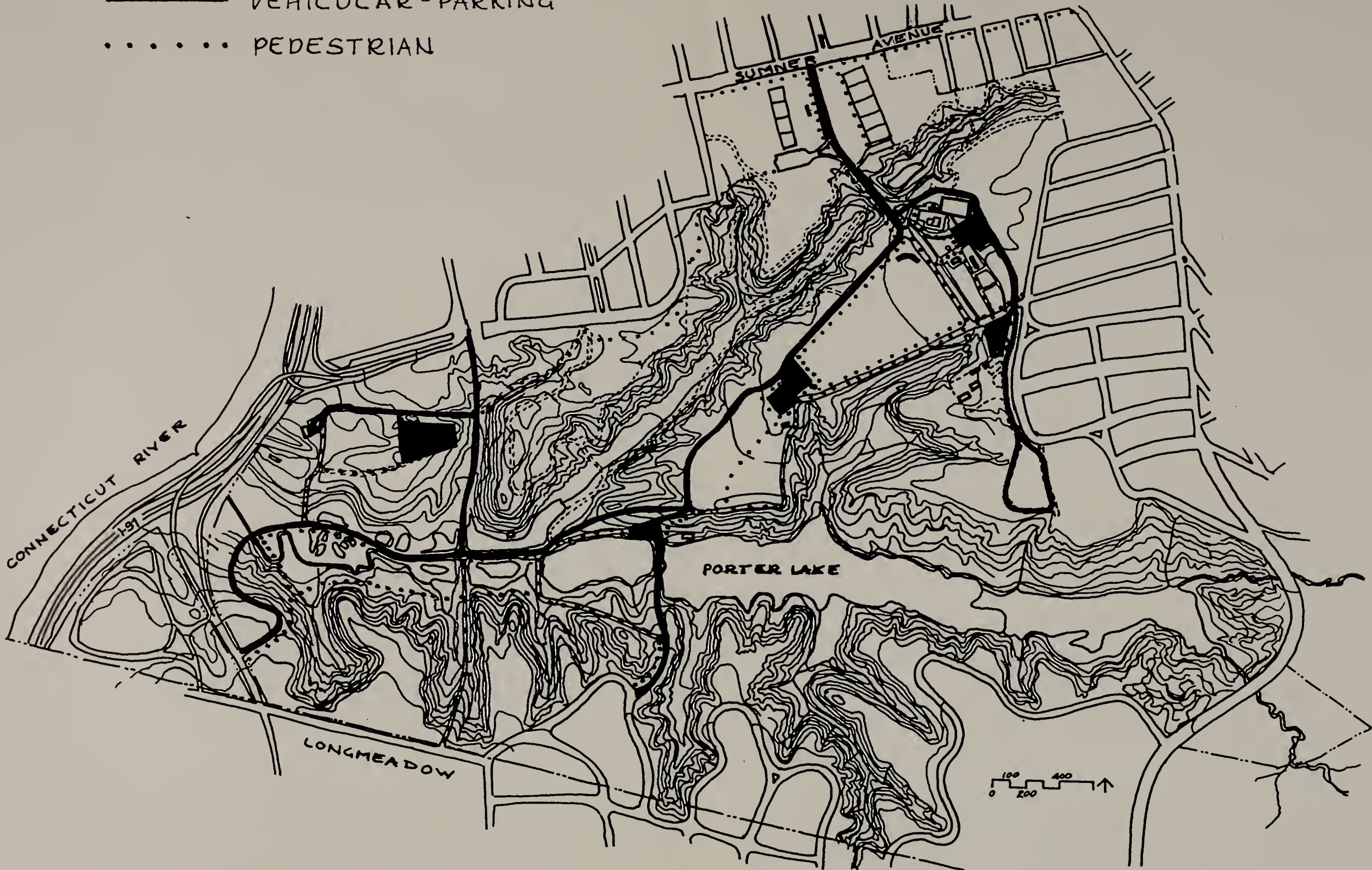
1. Walking as a means of getting from one point to another;
2. Walking for the pleasure of walking (included

- ■ ■ ■ VEHICULAR
- ■ ■ ■ PARKING
- PEDESTRIAN
- PED. / SERVICE
- NATURE / JOGGING
- HIKING



CIRCULATION FOREST PARK RESTORATION

..... PEDESTRIAN



CIRCULATION

- in this category is nature walks);
3. Jogging;
 4. Hiking.

These four categories do not necessarily imply four completely different and separated systems. A person could jog along any of the walkways, yet the hiking trails are virtually limited to that function because of their design and construction (see Forest Zone Two for further information). The bulk of the system caters to categories 1 through 3 (see Forest Zone One for more information on nature walks).

The bulk of the existing walkways are incorporated into this system. It also uses many old, but neglected, roadbeds in the wooded areas of the park. This will help reduce construction costs. However, in the lower part of the park, new walkways will have to be designed and constructed. A major change is the conversion of South and East Greeting Roads into a pedestrian boulevard/service and emergency accessway. This will connect with a walkway running along the south edge of Pecousic Brook Drive to form a pedestrian spine running the entire east-west length of the park. From this, other walkways will branch off as needed.

4. EDGES/COMMUNITY OPEN SPACE

The edges of the park are very underutilized areas. In some cases they are in a sense inaccessible from the inside of the park except to the most hardy amongst us. This is because the edges are often separated from the interior by steep ravines. Also, since there are no activities near the outer edges, no one has reason to use them. The only exception is along Washington Boulevard where there is space given for community gardens.

The proposal is to give the edges spatially to adjacent neighborhoods as community open space. (This would not apply along the Longmeadow boundary; it is not Springfield's concern to provide open space for Longmeadow residents.) The actual amount of space would vary depending on existing topography and other factors. In general it would probably be a strip 150 to 250 feet wide. People in these neighborhoods have very small amounts of land, especially those living in two and three family homes. This space could be used for a variety of community activities such as garden plots, open areas for block parties and other activities, and children's play areas. Some initial clearing and leveling would be required, which would have to be provided by the city. General maintenance, however, could be the responsibility of neighborhood associations, who would provide labor and per-

haps a minimal amount of equipment. If they do not fulfill their commitment, the space would be taken away from the neighborhood.

I feel there are advantages for both parties in this type of arrangement. For the neighborhoods, it gives them more space to call their own and hopefully a greater sense of responsibility and a heightened sense of pride for their community. For the city and the Parks Department, it would not only ease their maintenance burden, but also be a means of policing areas that are somewhat remote from the beaten track.

5. FOREST ZONE ONE

This area comprises 101 acres of wooded land in the north part of the park. The bulk of it lies to the west of Main Greeting Road and running to Madawiska Road, the remainder is to the east of Main Greeting and runs to Forest Glen Manor. Included in this area is the Swan Pond-Meadow Brook drainage system and Barney Pond. Although presently unused, this area is filled with old roadways (see historical map, chapter one) that date back to the beginning of the park. These were originally used for pedestrians and horse and buggy. They are gravel or cinder. There are also scattered around in the woods remnants of walls and foundations of gazebos and other structures. This is a very scenic area with beautiful topography, interesting vegetation and some potentially magnificent views from various high points. This area also suffers the problems of overgrowth, erosion, siltation and scattered debris.

There are two priority items for this area. First is the restoration of Swan Pond-Meadow Brook system. Check dams must be rebuilt and the brook restored to its old channel. Any dredging necessary to insure that all streams follow their intended channel must be carried out. Any severe erosion must also be dealt with. Second is to institute a forest management program. Understory growth is limited, but thinning of the overhead canopy is needed. There are many dying and dead trees to be removed. Selective cutting is also necessary to open up views from the high points in the area.

Once the above two items are dealt with, this area can be opened up to various activities. There are a total of 19,300 feet of old roadways (3.65 miles). With a minimal amount of repair, they could be used for jogging and nature walks. These trails take great advantage of the topography and stream in their placement. Walking or jogging through this

area would be very enjoyable. Rest areas would have to be provided. These could be at strategic locations where there are views (some deteriorated benches are scattered around the area). Some of the old gazebos could also be rebuilt, acting not only as rest areas, but as places for picnics or brown bag lunches (no cooking equipment would be provided). If future use were to warrant it, exercise stations could be located along the trails. With today's emphasis on physical fitness, this could become a very popular activity.

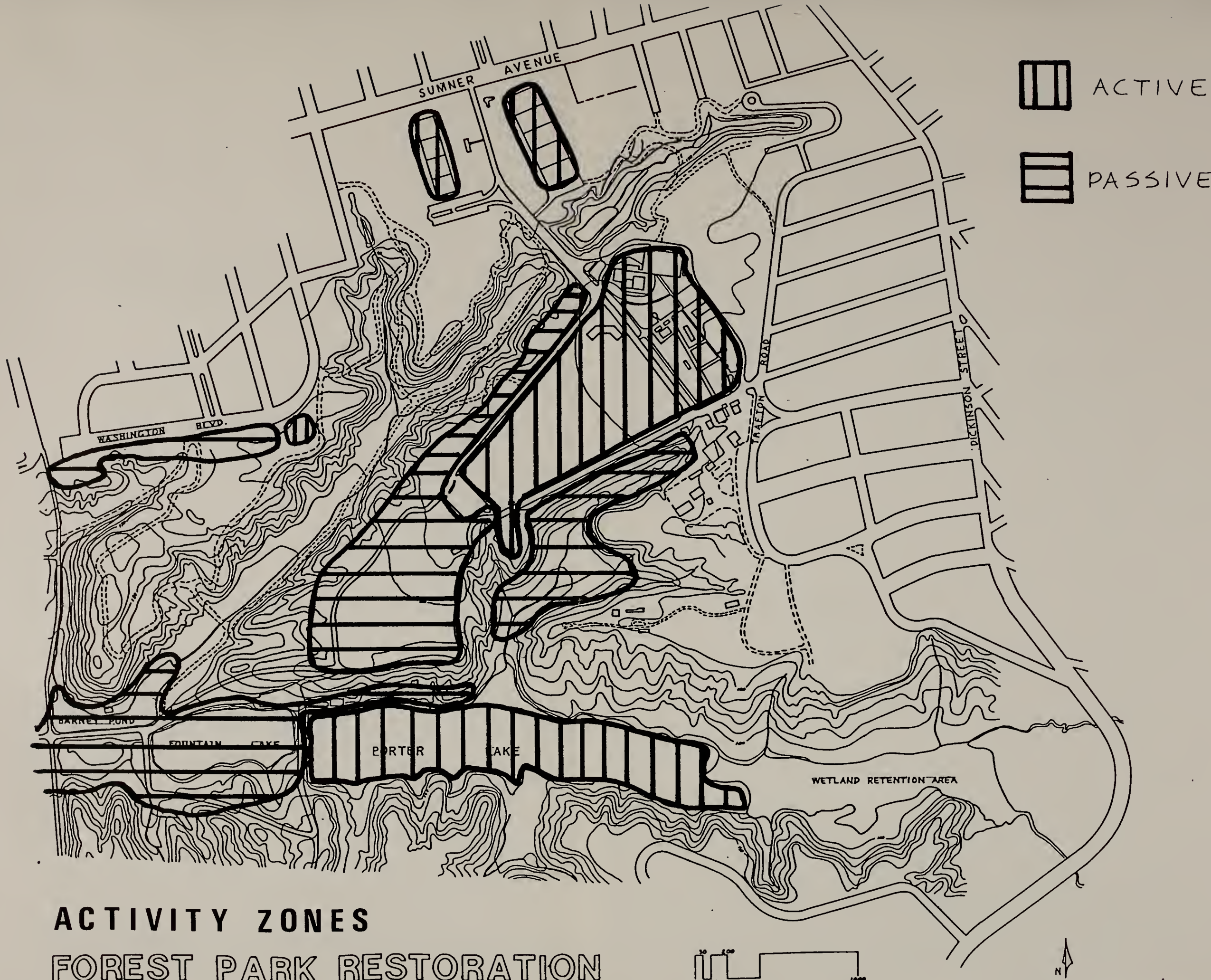
Main access and parking for this area would be from the parking lot at the clay tennis courts. A kiosk could be provided showing the trails, rest areas and distances. Access would also be gained from North Greeting Road and along Barney Pond.

6. FOREST ZONE TWO/PORTER LAKE

This area totals 170+ acres of woodland including Porter Lake, 25 surface acres and the wetland retention area 12 surface acres. Within this zone are two areas that are not included in any proposed changes. First is Camp Seco, a day camp run by the Parks Department, and a nursery run by the city forester. The only activity in the wooded area is biking trails. They have apparently not been maintained for some time as evidenced by erosion, encroachment of undergrowth and deteriorated condition of wood bridges. The trails generally follow the edge of the lake and also cut through the wetland area. The western end of Porter Lake, near the Ecos Center, is used for paddle boats in the summer and ice skating in the winter.

The top priority for the wooded areas, as in Forest Zone One, is to institute a forest management program. The overstory is in need of thinning. Along the shoreline is some areas, understory growth needs to be grubbed out. This would open up sight lines and make the waters edge more useful. The point where the bottom of the ravine off South Greeting Road meets Porter Lake should be heavily thinned out to open a view of the lake from South Greeting Road.

The other priority is the restoration of Porter Lake, which, as was previously mentioned in chapter 3, will soon be underway. Once this is completed, the area and the lake should be opened to more activity, but in a controlled way. The hiking trails should be rebuilt where needed and receive annual maintenance. Rest or lookout areas should be provided along the trails. Along the north edge of the lake, picnic areas could be provided. Activities could be expanded on the lake. Rowboats and canoes should be provided as well as paddle



ACTIVITY ZONES
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boats, (a boathouse could be built on the foundation of the old one near the Ecos Center) and the range of the lake allowable for use should be unlimited. Although a bit radical, I think it would be very feasible to use dredge material to create small beach-like areas along the shoreline (where people could sun themselves, or have picnics) or build a small island connected to shore by a bridge, that could be used as a picnic area.

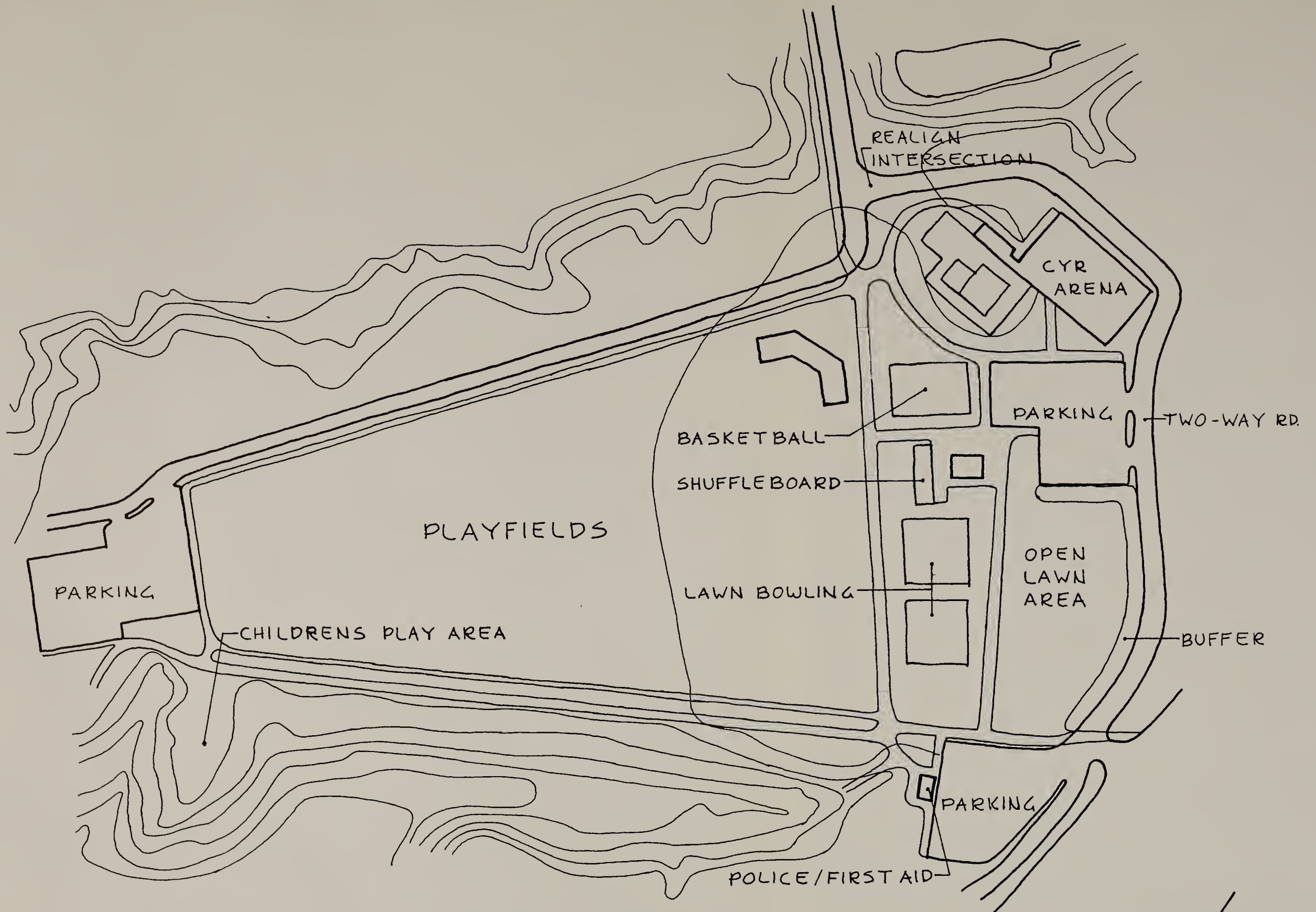
Since water is such an enormous attraction to people, it seems appropriate to open up Porter Lake to more use than is allowed today.

7. ACTIVE RECREATION ZONE

This area encompasses 29 acres and is comprised of the existing playfields, the present kiddie land zoo, and the open area to the east once occupied by the old zoo, including Cyr Arena and the swimming pools. Within this area space occupied by programmed recreation activities and open space being utilized for no purpose whatsoever. The old zoo area is a hodgepodge of spaces that, because of their shape, cannot be readily used. However, this land is very flat, and with some modifications could support a variety of activities.

This entire area is zoned for active recreation only. The purpose for putting these types of activities together is twofold. First is to congregate noisy, loud activities and separate them from passive activities. Second is to congregate these activities to make them easier to service and to be able to share storage facilities.

A number of existing facilities will remain as they are. These are the swimming pools, Cyr Arena, shuffleboard courts and storage building, and the playfields. The first phase calls for the removal of the greenhouse, Kennedy Memorial and dinosaur footprints, all to be placed in the garden area (see 8a., Passive Recreation Zone, Gardens). Most of the existing walks would also be removed. The basketball courts would be moved to the west of their present spot to make room for expanded parking. The lawn bowling greens would be removed from their present area and new ones constructed south of the shuffleboard courts. The remaining lawn area would be utilized for various activities such as volleyball, badminton, etc. Equipment could be made available upon request with deposit or identification or people could bring their own. A new children's play area would be built at the side of the kiddie land zoo. A variety of play equipment could be provided. Sitting areas for parents would also be provided. Careful and thorough research should be conducted before



ACTIVE REC. ZONE

selections are made or an expert on children's play areas should be brought in.

8. PASSIVE RECREATION ZONE

This area encompasses 33 acres. It includes the picnic area along North Greeting Road, Memorial Grove Area and existing Rose Gardens, and the large basin off South Greeting which was part of the old zoo.

The goal here is to set aside areas for quiet, more peaceful activities, separated from active recreation areas, and to allow people to seek solitude if desired. This area would also allow people to use their own creativity and imagination to keep themselves occupied.

There are four components to this area:

A. Gardens. This would encompass the area where the rose gardens, Memorial Grove and children's play area now exist. The term garden is used in an ambiguous way. The major objective is to create a series of outdoor rooms using primarily plants and some structures (fences, walls, arbors). The form and style (formal vs. informal or perhaps English vs. Oriental) of these rooms would be predetermined, but the purpose or function in most of them would not. The existing rose garden could be retained as is but in general there would be an emphasis on low maintenance species of plants. To be moved and incorporated into this area are the greenhouses, Kennedy Memorial and dinosaur footprints.

A few words about function. I think that people should be able to choose what they want to do in this area, within reason. Finding a quiet spot to catch some sun, read a book, meditate, or lay out a blanket for a picnic. These are important activities because they are self-generated. Second to this is to enjoy the various plants. This could also include annual or perennial floral displays tied in with the greenhouse. Third would be providing limited picnic facilities (tables, grilles).

An innovative use of this area and the park in general I would like to see is a showcase for art. A sculpture garden could be created that could have either a permanent collection or could, during the warmer months, feature works of local or regional artists. There would also be an area where other art forms, such as paintings, photographs, or graphic arts, could be displayed. (This could be a temporary structure.) This could be done in conjunction with the Museum Quadrangle or private galleries. The rationale behind this is that art

tends to only reach a limited segment of the population, usually to upper class. Public display would bring art to a larger portion of the population and the public park is the perfect forum for it.

B. Picnic Area.

This is the existing area along the North Greeting Road.

The proposal for this area is twofold. First is to selectively thin out and limb up some of the trees to let in more light and increase visibility. This might require removal of the White Pines used as a street tree and using a deciduous variety. Second is to increase the amount of picnic tables and grilles. Many of the existing tables and grilles need to be replaced. This expansion should be carefully planned and designed. A more adequate trash collection system is needed than the one currently used (the infamous 55 gallon drum, painted green).

C. Snackbar/Plaza.

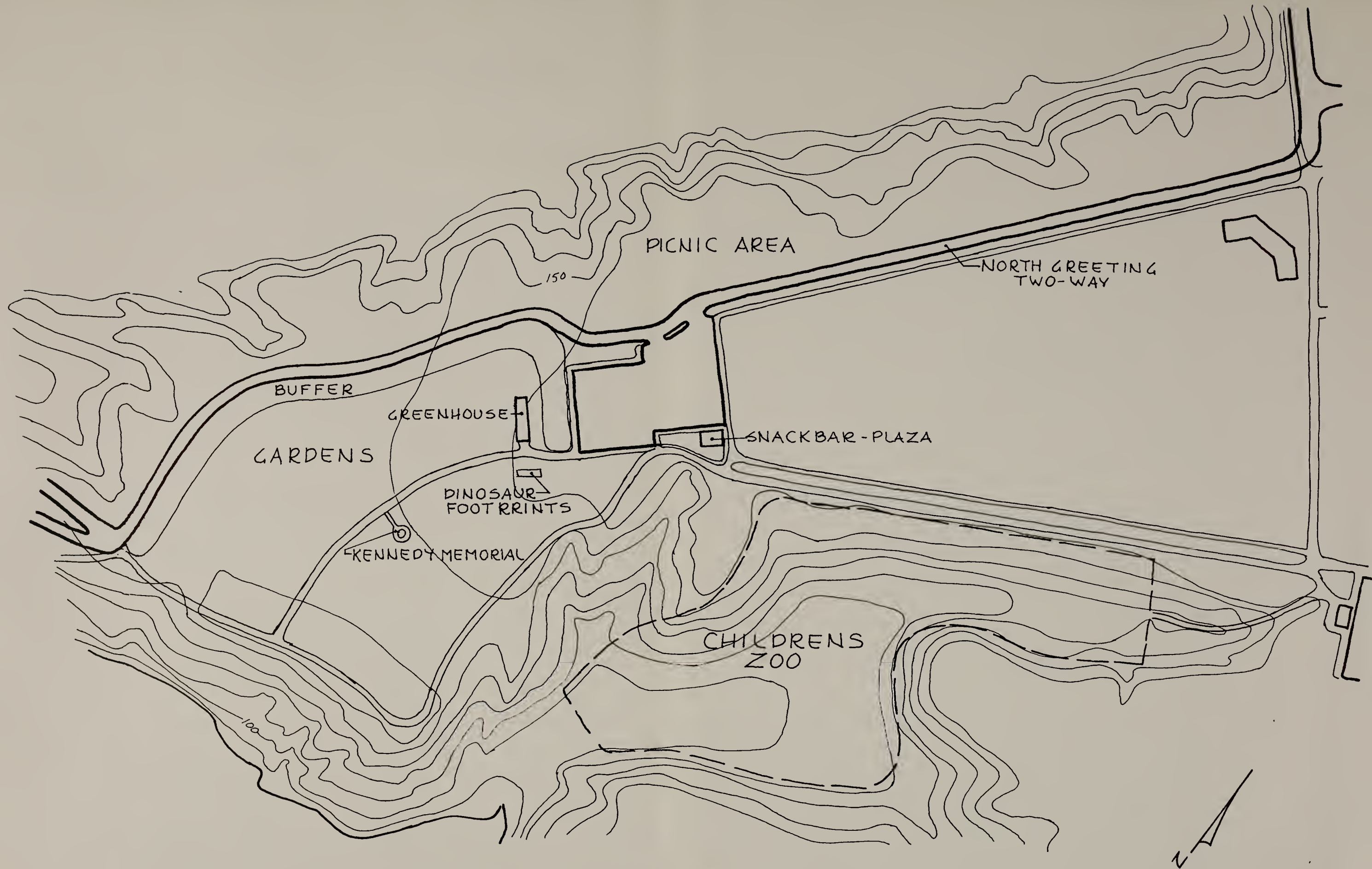
This would be retained at the location of the existing snackbar. It is convenient to many activities and will be easy to service via the parking lot.

However, a new enlarged building will be constructed which includes public restrooms. A large sitting area with tables and benches would also be included. Due to the exposure, some type of shading is necessary (the area faces due south), this could be in one or a combination of ways. Umbrellas could be used, an overhead trellis or arbor, or shade tress. It might be necessary to fence the area off and lock it at night.

D. Children's Zoo.

A design for a new children's zoo has already been presented and approved. The emphasis within the zoo will be on education. It will feature domesticated farm animals and indigenous species of wildlife. This is the most practical form for a zoo in this park. Any thoughts of once again having a zoo with exotic wild animals is engaging in fantasy. Though the basic ideas behind the zoo are fine, the siting is not.

The proposal is to put the zoo in the basin at the bottom of the slope off South Greeting Road. This area was formerly part of the old zoo. It is currently unused space



PASSIVE REC. ZONE

and presents a large problem to the Parks Department. The steep slopes and shape of the area make it impractical for other uses. The immense cost of filling and/or terracing that would be required are prohibitive to development. The zoo, however, would fit in here comfortably with a minimum of site preparation. (The seasonal high water table should not present a problem.) The zoo is a single purpose use aimed almost exclusively at one segment of society -- children. It also requires a sizable chunk of land (new proposal -- four acres). To site it as the new plan proposes, uses a large amount of land that can be put to more widespread use (as already proposed in the gardens). Putting the zoo in the basin has a number of advantages. This makes use of a relatively unusable area. There is plenty of room for the animals to roam. Buildings could be built into the hillside. People will be able to observe the animals from South Greeting Road.

Parking and access would be from the new parking area where the maintenance facilities are located.

9. MAINTENANCE FACILITIES

The facilities in Forest Park serve the entire park system as they include workshops and storage of materials and heavy equipment. They occupy buildings that were formerly part of the zoo and other structures more recently built. These facilities present three major problems.

1. The maintenance facilities are highly visible to park users.
2. Many of the structures violate health and safety codes.
3. Equipment stored here, especially heavy equipment, must use park roads or residential side streets to gain access to other areas of the city. This is detrimental to the enjoyment and safety of the park and a menace to the adjacent neighborhoods.

Proposal:

1. Move all heavy equipment to public works or other storage facilities (this does not imply sharing equipment with public works).
2. Demolish old facilities and build new ones away from public areas of the park and buffer

view if necessary.

3. Eliminate all structures in old zoo area except for administration building which will be used as a first aid/comfort station. (Administrative offices will either be included in new structure or moved to town hall.)

Chapter Five

Conclusions

CHAPTER FIVE - CONCLUSIONS

SUMMARY OF MASTER PLAN PROPOSALS

Within the nine basic elements of the Master Plan are a number of key ideas and points that are the essence of this proposal. They are essential to all the other proposed changes as they form the main stem from which the others branch off. The eight key ideas and points are:

1. Vehicular Circulation: The impact of the automobile on the park is greatly curtailed. This is accomplished by two means. First by increasing the efficiency of the road system. This is done by having a two-way main spine throughout the park, eliminating vehicular traffic from non-essential roadways and congregating all parking into controlled lots. Approximately 32% of the roads currently being used will be closed permanently to vehicular traffic. This will eliminate a substantial amount of maintenance such as plowing, sanding, salting, repair work and resurfacing. This also makes the park safer for pedestrians and bicycle riders and improves the overall ambiance and character of the park.

2. Pedestrian Circulation: Parks are for people. Pedestrians must be able to move freely throughout the park -- free from the worry of watching out for automobiles. Walkways should be efficient in moving and guiding people from one area to another, but they should also make walking an enjoyable experience. (The 1980 user survey showed that walking is one of the most popular activities in the park.) This system provides both. The alignment of paths utilizes existing walks, unused roadbeds and clearly marked desired lines. This insures a system that is both functional and will be used and it also reduces the need and cost of preliminary layout and site work.

3. Policy Governing Use of All Areas of the Park: It is important that there is a predetermined policy of use for every square foot of land within Forest Park. This does not matter whether an area is intensely used, such as the playfields, or receives virtually no use, such as the ravines and steep slopes. The type and intensity of use for all areas must be decided so that effective management policy can be established and the necessary maintenance procedures, manpower and costs can be determined. All nine plan elements begin to establish and determine appropriate use of all areas of the park.

4. Separation of Activities/Facilities; Active vs. Passive: The area of the park comprised of the Greeting, playfields, rose gardens and Memorial Grove is by far the most intensely used part of the park. Within this area are almost all of the structured or programmed facilities and any substantial open activity areas. Yet the arrangement of activities and facilities is incongruous at best, having active and passive thoughtlessly interspersed amongst each other. This reduces the efficiency of use and maintenance of these areas. Separation of active and passive facilities into two zones can greatly increase user enjoyment and creates a more positive user experience. It also allows for more efficient maintenance and service, and circulation patterns.

5. Increased Use of Water and Topographic Features: The water and topographic features are part of what makes Forest Park so unique, especially amongst other city parks throughout the country. These are the type of features that people will drive up to the mountains to find and enjoy, yet they are open to little use and enjoyment by park users. These highly desirable attractions could, with proper guidance and control, be opened up to increased use by the public, heightening people's enjoyment and experiences throughout the park.

6. Increased Opportunity for Passive and Unstructured Recreational Activities and Experiences: A major point in much of the literature is the idea of unstructured or unprogrammed recreational opportunities; that is, providing the setting from which people can do as they please. Jeremy French, in Urban Green, says "The park serves us best when it offers the framework for enactment of our own productions -- be they creative, contemplative, athletic or restful." The 1980 user survey shows a clear preference among park users for unstructured and passive activities. The master plan responds to this by allowing more opportunities of this nature. It does so by giving more space physically for passive and unstructured activities and by opening up more areas of the park for peoples' use.

7. Interaction with Surrounding Neighborhoods: The history of both the park and surrounding neighborhoods resulted in a situation where there is virtually no planned or positive interaction between park and neighbor. (The present situation has been discussed in some depth in chapter three.) A situation of mutual benefit will result by creating positive interaction between the two. This can be accomplished by creating clear linkages (physical and visual) and by giving use of the

edges to surrounding neighborhoods, exclusive of other park users. This would improve the image of the park within the surrounding area and increase safety and enjoyment for all park users.

8. The Park as Public Forum for the Arts: This idea ties in with the function of the park as a means of social integration. Bringing various art forms (painting, sculpture, graphic arts, photography, etc.), whether in the form of displays, demonstrations, instruction or hands-on experience, into the park would be beneficial to public and artist alike. It would bring art, its appreciation and understanding to a broader regiment of society and further the cause and perhaps livelihood of the artist as well.

This could be accomplished in a number of ways and no permanent space need be given for such a use. Large tents or portable or temporary structures could serve as display areas. An extension of the Quadrangle Museums could be a possibility, just as the Boston Museum of Fine Art has a gallery at Fanuel Hall Market Place. Arrangement for display of work could be made with local art galleries and with art departments at area colleges and universities. This could greatly enhance the image and use of Forest Park and add further to its list of unique qualities.

I feel that these ideas are important to the successful restoration of Forest Park. Some will surely raise controversy and seem somewhat radical, especially to certain parties with an interest in the park. What has been proposed here, in terms of development and change, would certainly use up the one million or more dollars budgeted for the park under the Olmsted Parks Restoration Program. But, it is not suggested nor desired that changes take place over night. Priorities must be set in terms of these proposals as the successful implementation of some depends upon the success of initiating others first. However, to begin with, I would put these four plan elements into motion first:

2. Vehicular Circulation
3. Pedestrian Circulation
7. Active Recreation Zone
8. Passive Recreation Zone

(These represent the most highly used areas of the park and, dealing with them naturally should be first.)

The ideas proposed in this plan are not presented as if they are the answers and solutions to the problems of Forest

Park. They are not rigid recommendations set in concrete. Rather they are ideas and concepts that are meant to be flexible and open to interpretation. It is hoped that they help serve as a conceptual framework, bring new ideas to the forefront of the park's restoration and set the wheels of change in motion.

CONCLUDING REMARKS

To what must planning and design respond? What are the factors that must influence and guide the development of the plan from beginning to end? The planning and design of a park is a complex affair requiring careful and thorough research, analysis, planning and communication between all factors and interests involved in the project.

There are four sets of factors to which the planning and design must respond:

First is project goals and objectives whose formulation should partly be shaped by the remaining three. In this case we have, in essence, two sets. The goals and objectives of the project and the master plan.

Second is the assessment of the site. For a new park this would be mostly natural features and surrounding use. For an existing park, it would also include existing facilities and cultural patterns resulting from a previous plan. Knowing what development the ecosystem can tolerate and being able to analyze the success or failure of a previous design is important to development of a park that is to have a long and useful life.

Third is user preferences (knowing what the public desires and needs). How does the public use parks? What types of facilities are they looking for? Answering these questions is important to satisfy goals and objectives and to ensure a successful plan. The answers, however, do not necessarily come easy. Literature review and research can provide some answers. But a user analysis may be the primary source. This can take many forms, especially in an existing park. Questionnaires, door-to-door surveys, public meetings, video tapes and time-lapse photography are all various methods that can be used. Of course, proper analysis of results is also crucial. Fortunately for this project, a user survey has already been completed.

Fourth is the purpose or functions of a park itself. This is different depending on the type of park. In the case of a large city park such as Forest Park, there are three primary purposes (see chapter three):

1. The park as an oasis of nature in the city. A contrasting, but integral, part of the urban fabric.

2. The park as a vehicle for passive and unstructured recreation, giving people both as individuals and groups the freedom and ability to mold their own recreational experiences.

3. The park as a means of bringing people of different groups and classes together to be able to share what may be common amongst them.

Does this plan respond to these sets of factors? I think the answer is yes. Not all parts of the plan respond to each objective or each purpose. This is not possible, but each of the objectives is satisfied by one or more parts of the plan. The chart on the following page shows how the plan has responded.

PLAN RESPONSE

Basic Plan Elements see page 58

		1	2	3	4	5	6	7	8	9
Project Objectives see page 1	1		X	X		X	X			
	2	X	X	X	X			X	X	X
	3		X	X		X	X	X	X	
	4	X		X	X					
	5		X	X				X	X	X
Plan Objectives see page 57	1		X							X
	2			X	X					
	3			X		X	X	X	X	
	4			X	X	X	X			
	5					X	X	X	X	
Park Functions see above	1					X	X			
	2			X	X	X	X	X	X	
	3			X	X	X	X	X	X	
User Pref.'s				X		X	X	X	X	

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THE DESIGN TEAM

The planning and design of a park is a complex affair and should utilize the expertise of various professionals. During this project I have briefly worn many hats. The design team should include:

- . Landscape Architects
- . City Planners
- . Administrative Personnel (those
 who set park policy)
- . Grounds Superintendent (those
 responsible for maintenance)
- . Sociologist
- . Recreation and Leisure experts

and, perhaps most important

- . the Public.

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